

Nº1 FOR GAMES
THE WORLD'S FIRST AND BEST GAMES MAGAZINE ISSUE 203
computer and video games
+ TOMB RAIDER 3
+ WIPEOUT 64
SONIC ON DREAMCAST
FIRST PICTURES!
SECRET TECHNIQUES
WINNING STRATEGIES
UNSTOPPABLE COMBOS
THE EXPERT'S GUIDE
TEKKEN 3
OCTOBER '98
10
9 770261 369086
NINTENDO 64
PlayStation
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FIFA'99
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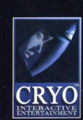




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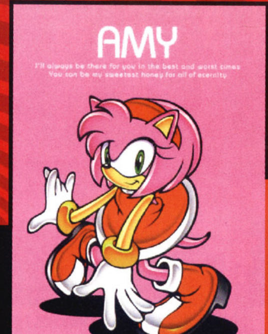
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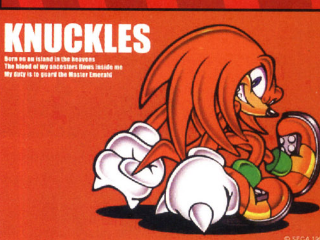
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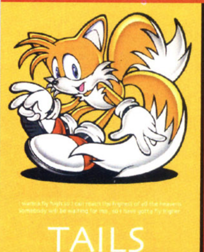


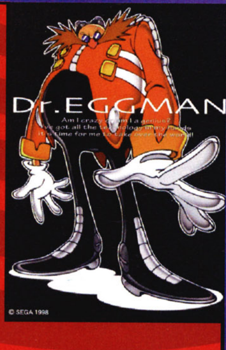










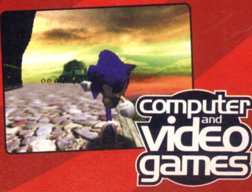




SONIC ON DREAMCAST
JUST HOW AWESOME WILL IT BE?

for the full story read our news section and back page inside this issue.





computer and video games

CONTENTS

COMPUTER AND VIDEO GAMES #203 OCTOBER 1998

GAME INDEX

FAST REFERENCE TO EVERY GAME IN CVG.

PLUS

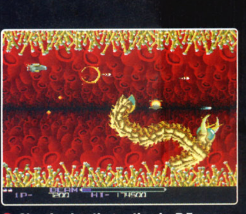
FREEPLAY

TURN TO THE CENTRE PAGES FOR TIPS, CHARTS, GOSSIP, AND OFFICIAL *TEKKEN 3* MOVES LIST



COMING SOON

REVIEWS



Classic shooting action in *R-Types*.



GIZMO PALACE P40

WE'VE GOT THE COOLEST GREEN ALIEN IN GIZMO PALACE, AND THE UNCOOLEST ROBOT. IT REALLY ISN'T A FUNKY ROBOT... SORRY...



CHECKPOINT P38

ALL THE INFO YOU NEED TO STAY IN TOUCH WITH THE GAMES INDUSTRY.

NEWS P8

THE FIRST LOOK AT SONIC ADVENTURE ON DREAMCAST. THE FUTURE IS HERE!

NEW GAMES P79

RIDGE RACER 4! PLUS QUAKE 2 FOR N64 AND PLAYSTATION; GANGSTERS; THE RETURN ON ASTEROIDS, AND MORE!

MAILBAG P12

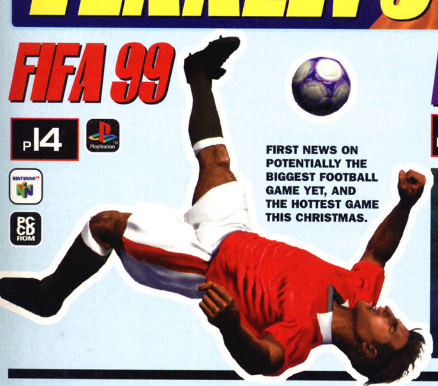
WRITE A LETTER, SEND IT TO MAIL BAG, AND WIN YOURSELF A CONSOLE OF YOUR CHOICE AND FIVE TOP GAMES.

THE ONLY GAMES MAG YOU NEED!

COVER STORY

YOU TOO CAN BECOME A *TEKKEN 3* MASTER. ALL YOU HAVE TO DO IS TO STUDY OUR MAG, AND PUT YOUR LEARNING INTO PRACTICE.

























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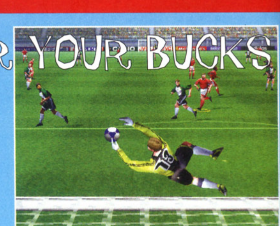
BIGGER BANGS FOR YOUR BUCKS

Back with the best-value games magazine on the planet. Whatever games you're into at the moment, you'll find we're into. Whatever games you're looking forward to the most, you're sure to find these too.

CVG is on your side, all the way. We're not selling you anything – ripping you off – instead we want to make sure that what you buy is what you want. Trust CVG to always tell you THE TRUTH about games available now, or in the near future.

Thanks for buying CVG this month. We hope you enjoy what you read. Anything you want to say to us, please write in.

PAUL



You could make better saves than this if you a) buy CVG and b) read Saint & Keysie.

BE PART OF THE CVG TEAM!

Meet the CVG team, and tell us what you think of the magazine. If this sounds like a good thing to you, here's more.

CVG would like to know more about what you really hate or appreciate in the magazine. Anyone who is interested should write to us, so that CVG can meet up you in your town or invite you to London.

Post us a few comments first, so we know roughly what's on your mind. If we think you're brimming with opinions, we can arrange to talk about the serious business of giving you the games magazine you want. As gratitude, we'll let you play some of the hottest games that aren't even in the shops yet. Deal!

Before putting pen to paper, mention the idea to your mates and see if you can get a bunch of people together. If you're under 18 you must get permission from your parents before talking to strange people – like the ones who work on CVG.

Please write to this address below, and be sure to include the form. It will help if your name, address and/or telephone number are printed in capitals.

CVG READER PANELS
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37-39 Millharbour
Isle-Of-Dogs
London E14 9TZ

REVIEW SCORES

We are totally honest in our review scores, and, w believe, totally fair. Maybe you've got something tc ... we'll just listen.







INFORMATION

CVG presents game information in the best possible way. We do our best to show and explain everything that is important. But we want to do it BETTER. Also, do you like the no-frills, information section that is FreePlay?



STYLE



The way we do things. Someone once had the nerve to call us childish. We told them we're just having fun. Maybe you hate to have fun. That's your call.





READER PANEL VOLUNTEER

NAME: .... AGE: ....
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CVG RATING SYSTEM

5... EXCELLENT (HIGH FIVE!)
Pure magic, enough to make a grown man cry. Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.

HIGH FIVE! HIGHEST CVG RECOMMENDATION

4... VERY GOOD
Usually the highest we feel confident awarding a game. Ranks among the best in its field, or surprises us with elements of well implemented originality.

3... GOOD
Something you may want to own, as opposed to renting out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

2... PRETTY BAD
Unlikely to be especially original, or overflowing with exciting features – there are better examples available. Or else this is a clumsy attempt at a new concept.

1... VERY POOR
Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straightaway. Save yourself the bother by avoiding in the first place.

STARS OF THE MONTH

The games and names that have made a big impact on CVG this month. If you see something here, we think it's worth paying respect.

DAYTONA USA 2

A worthy sequel to *Daytona USA* – the biggest arcade racer in the UK for years. Play it, then imagine the game running exactly the same on Dreamcast.



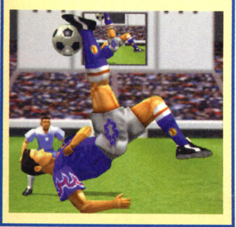
SONIC ADVENTURE

You might not care about Sonic any more. Maybe you didn't think he was cool in the first place. Well this should convince you otherwise. The total funk.



INTERNATIONAL SUPERSTAR SOCCER

Hard to get any work done with this brilliant football game in the building. Paul tried to ban it, but stopped when he faced industrial action from the rest of us.

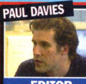


PLAYSTATION TEKKEN 3

On September 9th you can play it. Buy *Tekken 3* no matter what. Your PlayStation will be buzzing with powerful Chi energy the moment the disc is inserted!



PAUL DAVIES



EDITOR

CURRENT FAV GAMES:
- TEKKEN 3
- RADIANT SILVERGUN
- STAR OCEAN 2
- TENCHU
- F-ZERO X

Carrier of the world's most feared disease – video-game addiction. Paul's over it now, has been for almost two weeks. However the virus is still alive and kicking inside his body. Anyone who comes into contact with Paul Davies stands a 63% chance of contracting video-game addiction. That's pretty severe.

TOM GUISE

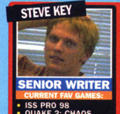


DEP EDITOR

CURRENT FAV GAMES:
- SONIC THE HEDGEHOG
- TEKKEN 3
- QUAKE 2
- BUCKAROO
- MOUSE TRAP

Voted the coolest man on CVG. By somebody Tom claims he met. Which is the thing with Tom – you always have to take his word for it. We hate that. On CVG Tom is generally known as the foolest man, for lots of different reasons. He keeps record of most of these different reasons in the form of scars on his head and arms. Dope.

STEVE KEY



SENIOR WRITER

CURRENT FAV GAMES:
- ISS PRO 98
- QUAKE 2: CHAOS
- FLUID
- METAL GEAR SOLID
- WILD ARMS

Greatest thing Steve did this month was knacker his leg. He did this jumping from a third-storey window. Our message to you this month is this: do not look up to Steve Key. Don't want to be him. Don't want to be like him. Don't like him. He's not a likeable guy. He's a very upsetting character. His own mother thinks he's a pratt.

ALEX HUHTALA



STAFF WRITER

CURRENT FAV GAMES:
- SONIC ADVENTURE
- GET BASS
- PANIC PARK
- ISS PRO 98
- METAL GEAR SOLID

Right on the money when it comes to style. It's his own style, but hey who cares. Alex invented the geek thing before Beastie Boys ever came close. He rode that wave. He digged that scene. He quiffed his hair. He bought the shirt. He joined CVG. This, friends, is the man of *tomorrow's* future. He's there, man. And back.

ED LOMAS

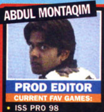


SENIOR WRITER

CURRENT FAV GAMES:
- VIRTUA FIGHTER 3: tb
- DAYTONA USA 2
- QUAKE 2
- WIPEOUT 64
- SiN

Out to impress, Ed boasts a sexy haircut (if you're crazy about split ends), and tight-ass jeans (hanging loose because Ed is skinny). A sniff of a lager-can ring-pull and Ed's anybody's, bear that one in mind all you young things. Ed has a silver tongue too. No, we don't mean charming – Ed really loves his old Mega Drive games.

ABDUL MONTAQIM



PROD EDITOR

CURRENT FAV GAMES:
- ISS PRO 98
- WIPEOUT 64
- TEKKEN 3
- PREMIER MANAGER
- GRAN TURISMO

Calling all *ISS Pro* players! Abdul Montaqim will challenge you to the death, any day of the week (excluding weekends). Playing standing on his head, even standing on Tony's head (a popular CVG pastime) – Abdul is a real crowd pleaser. Challenge Abdul at anything, but don't go anywhere near those excuses if he loses.

JAIME SMITH



ART EDITOR

CURRENT FAV GAMES:
- F-ZERO X
- 720 DEGREES
- SF ALPHA 3
- TRACK N FIELD
- DAYTONA 2

Keeping on the right side of Jaime Smith is important. Don't hold back on the insults, okay, just stay clear of Jaime's left side – else his mutated arm might crack your skull like it is an egg. All that lovely head yoke, eh Jaime? Yum yum. Feeling stable today are we? Here, take some more pills. Jaime! Ak...

TONY CORMACK



DESIGNER

CURRENT FAV GAMES:
- WIPEOUT 64
- COLIN McCRAE RALLY
- ISS PRO 98
- PHOTOSHOP 4 (MAC)
- SCARS

Some say that fillings in your teeth make you crazy, after a few years. All that metal in your gob, can't be good for you whatever. Wonder what the same people would say about having a face full of metal – a bit here, a bit there? Take Tony for example... just for example, while we're here... he's a bit weird. Well, look at him.

NEWS





FIRST LOOK AT



Sega's star developers, Sonic Team, revealed their latest and greatest creation at the end of August. Here's the first information and some astounding screenshots! To find out about the game's launch celebrations, check out the report on page 82. Otherwise, just scan through the News section and try not to implode with excitement!

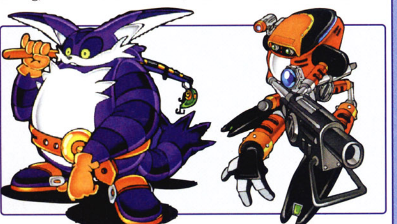


The kind of image we used to admire as artwork, now playable in realtime 3D. Anyone out there still doubting this beats Model 3?

SONIC'S NEW BUDDIES!

Sonic is not alone in *Sonic Adventure*. He's joined by old friends Miles "Tails" Prower, Knuckles the Echidna, and Amy Rose, as well as two new chums Big the Cat and E-102.

Each character has their own abilities (Knuckles can glide, climb and dig; E-102 has a laser cannon, etc), and each level plays differently for each character. This means there are six separate adventures! For example, if you play as Sonic you're suddenly attacked by Knuckles at one point. When you play as Knuckles later on, you'll understand why Sonic has to be attacked. Fantastic!

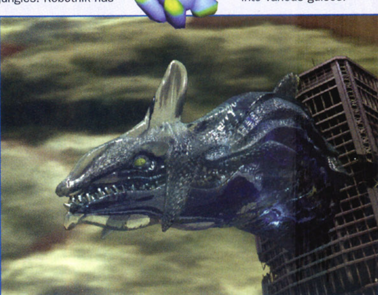


Big by name, big by nature. This giant purple cat loves to eat fish, and carries his fishing rod everywhere.

E-102 was built by Dr Robotnik, but is now on Sonic's side. One of his arms has been replaced with a gun!

ROBOTNIK'S CHAOTIC PLOT!

For the first time ever, a Sonic game is set on Earth. Dr Robotnik has been hard at work unearthing a deadly ancient being known as Chaos from deep within the South American jungles. Robotnik has been feeding him Chaos Emeralds to increase his power, and he's already flooded an entire city. In the game Chaos looks incredible – he's made of water, so he gets to "morph" into various guises.



This is part of a rendered sequence which shows Chaos bursting out of a skyscraper. The 'camera' then zooms in close on his eye and his multiple eyelids blink!









IT'S ALIVE!

Sonic Team are building on the fantastic A-Life system they created for *NiGHTS*, and incorporating it into *Sonic Adventure*. Little creatures which look a bit like the Nightopians from *NiGHTS* live in the game's levels and wander wherever they want, giving Sonic advice and even taking him to hidden areas. As with *NiGHTS*, these creatures develop depending on how you play and what you do. The best thing of all is that you can save your A-Life data onto the portable VMS unit and evolve them on the move! You can even link your VMS up with friends to copy creatures and maybe even breed hybrids!



'This is the fastest 3D action game combined with the biggest world ever made in video games' – Yuji Naka, Sonic Team



Although Sonic said a few words in Sonic CD, he's never spoken at length. Now, because of Sonic Adventure's RPG elements, the characters need to chat to one another throughout the game, and each of them has a recorded voice. We've heard most of the Japanese voices, and they sound like true Anime-style heroes!



Sonic speaks! The legend and his pals now have Anime-style voices!



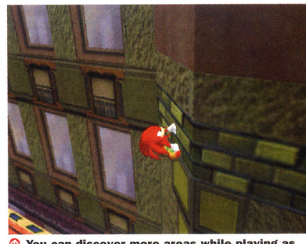
Puts all other snowboarding games to shame doesn't it! Can't wait to see this avalanche in action! We bet you'll feel it rumble too!

THE BIGGEST GAME EVER

Yuji Naka claims that *Sonic Adventure* is the biggest 3D game ever made. Because of Sonic's speed, the levels have to be massive or he'd fly through the game in a matter of seconds, but there's still an enormous amount of detail throughout the worlds for other characters, or anyone who wants to take an alternative route. Here are a few of the levels revealed so far.



There are even stages which look like the Green Hill Zone, complete with rope bridges and grassy ledges.



You can discover more areas while playing as one of the other characters – such as Knuckles.



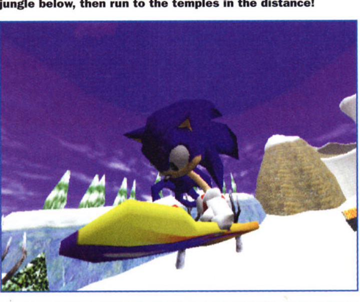
These levels are inspired by Sonic Team's trip to South America. Here, you can jump through the canopy into the jungle below, then run to the temples in the distance!



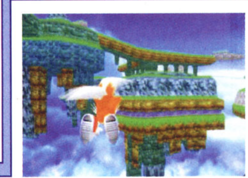
This bustling city will be the first time that Sonic has ever met humans in one of his games! Sonic even gets to run up and down the sides of buildings!



Robotnik has a giant spaceship, as in *Sonic 2*, and you get to run around the insides of it. The massive ship even changes shape, like a giant Transformer!



The falling snow on these stages looks fantastic! Here, Sonic has to ride his snowboard to escape from a massive avalanche!



The ability to see far into the distance, and the huge level of detail makes this game amazing!







These pictures show off the realistic lighting effects in *Sonic Adventure*. Compare the orange glow of the torches in the caves with the natural light of the outdoors. The atmosphere in this game will be so convincing.

PLUS FREE BONUS GAMES

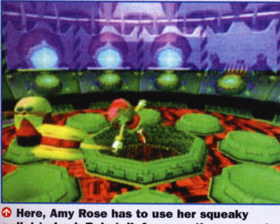
Sonic Adventure features a selection of bonus games, separate from the usual action. It's not clear yet whether you need to do something special to access the bonus games. Here are a few examples.





The objective in Speed Highway isn't totally clear yet, but it seems to be a time challenge across long airborne roads like *Sonic R*!

On the way to Robotnik's massive mothership, Sonic and Tails have some tricky enemies to battle from their bi-plane!



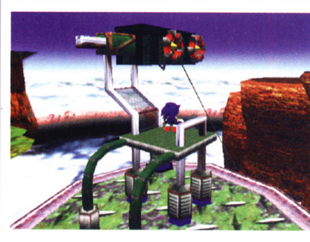
Here, Amy Rose has to use her squeaky mallet to bash Robotnik faces as they pop out of the floor!



Big the cat is probably the best guy to handle the cold. Thick fur, and layers of flab!



Look at the detail on Tails It's uncanny. Playing as him will be cool.



THE ADVENTURE CONTINUES

Expect updates on what we hope to be one of the greatest games ever made, right up until its release on November 20th (hopefully) in Japan, and beyond. Sonic Team have 60 people working hard to ensure that Sonic Adventure betters their previous games, all of which have been fantastic.

PLEASE SEND YOUR LETTERS TO:

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LONDON E14 9TZ

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E-MAIL US AT: MAILBAG.CVG@ECM.EMAP.COM

MAIL BAG

IN ASSOCIATION WITH COMET GAME ZONE

Hello again people. After our plea for you to send in replies to Simon Harrison's letter a couple of issues back, many of you rallied together and came to the following conclusion: he's talking rubbish! Good to see you agree with us on that one. If you see anything else in the letters page, or the mag for that matter, that you really agree or disagree with, drop us a line. Happy days!

SCORING SYSTEM: WRONG AGAIN?

Dear CVG,
I have been reading your magazine for some time and I love it. But there's one thing I don't like and that's the marking system. I know you've had a lot of stick about this before but I feel the scoring system isn't wide enough.

Because of this some games which get three out of five, like Alundra, are much better than some other games that get three out of five, like The Lost World: Jurassic Park. So I was thinking that you could put halves in!

It might sound stupid, but your scoring will be better, while still keeping the "out of five" scoring system. I'm sorry I have to moan about this but I feel that not enough games are getting the scores they deserve.

Shaun Sonnerude, Northamptonshire

CVG: If we used a 'halves' system, Shaun, we'd effectively be giving a mark out of 10. This would defeat the object of simplicity and accessibility.

ANTI-COMPUTER PARENTS' DISEASE!

Dear CVG,
I, and probably many other readers, find that parents and video games don't mix. My parents just irritate me so much on this matter.

A classic example for me is when I buy a new game for my N64. I get the same lecture of how expensive games are and that I should be saving my money – not wasting it. But the fact of the matter is that I don't care.

Then they go on to say how I am addicted to it. Since I got my N64 I hardly watch TV – instead I play on my console. There are always programs about how bad computer games are, and these reports brainwash parents. I think we should have a nationwide survey to discover if this "anti-computers parents' disease" affects all parents.

Andrew Hartley, West Sussex

CVG: Loads of game fans would say that their parents suffer from this condition. The truth is out there.

TEKKEN THE MICK

Dear CVG,
Dear CVG,
How could Sony allow the PAL version of *Tekken 3* to be so slow? Frankly, I'm disgusted. I purchased a magazine with the demo and it's *soooo* slow. But all is not lost as I have had the Japanese version for many months now! The point of this letter is to urge all dedicated game fans to fit chips in their PlayStations now! OK, imports are slightly more expensive, but I'm sure you'll agree the full speed, full screen, full enjoyment elements make it all so worthwhile.

Mark Halliday, Glasgow

CVG: You have to remember that the huge majority of PlayStation owners won't have the luxury of being able to play import games, so many will not have seen* Tekken 3 *before. Only obsessive fans of the game have seen both versions, so they can have a moan. But those who only have the British version have nothing to compare it to, so they don't need to whinge. Yes, it is a little slow compared to the import versions, but it's still an awesome fighting game.

POSH OFF

Dear CVG,
I am writing in on behalf of every sane gamer in the world. I am asking the question which many people may have been asking themselves. Whose bloody bright idea was it to try (and I stress the word try) and make a game with the Spice Girls in it? Whoever it was must have been drunk when they thought of it.

What an utter, utter waste of time and money, surely nobody with an ounce of common sense would want to purchase this excuse for a game. Surely after a while Sony will realise that their new "music" game has become a complete disaster, they'll start paying people to take it off their hands! I must admit, I haven't actually played the game myself (although I have seen demos of it), but how could I? People would take the mick and my street cred would be reduced to zero, and it would certainly show I have no taste whatsoever. I'm sick to death of the Spice Girls as I'm sure everyone else is. This game is a disgrace, it should never have been released and anyone who thinks that it's even half decent needs psychiatric help.

Ian Thirkettle, Thundersley, Essex.

CVG: The fact that this letter came with a photo of Ian dressed in a skin tight shellsuit with turn-ups with Clarks shoes on, and wearing a bowler hat tells us exactly how much cred he has. Spice World was aimed at the youngest section of the market, and NOT for your age group. We have very few of the younger readers so we rate it as we think that fans of games would rate it. Game fans know that it's poor.

CVG ON TV PLEASE

Dear CVG,
Video games are the most popular form of entertainment for children, yet there are no TV programs on the subject. How come gardening, which is most popular past time for OAPs has at least 10 programs devoted to it.

What ever happened to *Bad Influence*? That was a cool show, back in the console boom. Weren't they the first to have a reviewing system which wasn't based on percentages? Why was it axed anyway? Why was *GamesMaster* stopped? Because it was going down down the pan, that's why. Well I don't care, I grew up watching that show, and I'm proud.

Surely making a games programme isn't that hard. It's not that hard to impress a 10-year-old. Still, the BBC failed, with that woman on a floating BMX with a dustbin lid as an assistant. I'm sick of having to make do with Adam of *Live and Kicking*. Surely someone must be able to make one.

Cheese Man,
jim@computer-2001.demon.co.uk

CVG: We'd love to do a TV show. If any top exec is reading this (and they all do) throw some money at us and we'll make you a show.

PARENT GAMES

Dear CVG,
What is the flippin' world coming to if you can't play *Time Crisis 2* on holiday without your Dad embarrassing you by getting further than you and getting to True Ogre on *Tekken 3* in one credit?!?!?! But when I got home, and played *Time Crisis* on my PlayStation, the old man was dump! It must have been the heat in Majorca, or the prices. It was 50 pesetas (20p) for one credit on *Tekken 3* and 100 pesetas (40p) for one credit on *Time Crisis*. Why don't we have arcade prices like that over here? Sorry about all the bitching, but it's parent gamers I hate.

Mark Oakes, Hindley, Wigan.

CVG: The most logical reason for the cheaper prices is that holiday resorts will buy the one machine and leave it in their shop, or whatever, for years. Arcades over here are used much more frequently by the same people, so they have to change the machines all of the time, which in turn means that to make any money from them, the arcades have to charge more to use them.

WIN A CONSOLE AND FIVE GAMES

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At Comet Game Zone you can try out the latest games from the top three consoles on the market – Nintendo 64, PlayStation and Saturn – before you buy them. Call 0500 425 425 for your nearest Comet Game Zone. See the Game Zone Top 10 (by format) each month in CVG and in Comet stores nationwide.





WORDS OF A GAMES MISCREANT

Dear CVG,
Why are today's games so easy? I remember when games were investments that posed a serious challenge, not just a display of graphical prowess. Sure we have games such as *Final Fantasy VII*. But *Zelda 3* on the SNES was just as challenging and came on just one cartridge.

People complain about EA's endless *FIFA* games, but gamers are being ripped off by any title that doesn't pose a long term challenge. When hard games are released (such as *One* or *Deathtrap Dungeon*) they get marked for being too hard, so they never become really popular.

I know there are now many more "casual" games players who just want a game that entertains them for a few hours at a time, and that many other factors determine how good a game is, but I want harder games! I've been into computer games since I got an Atari VCS (*Space Invaders* was rock) and feel that I have some rights after the thousands of pounds I've spent. Also, easier games soften you up, so that when a hard game comes along you're useless at it.
Jude Salmon, Bournemouth, Dorset.
P.S. I think that Mailbag should be called "Words of the Video Games Miscreants!"

CVG: It's true what you're saying – games have become easier. And you're right, it's largely because of the casual gamers. Developers are going for mass market success, which usually entails bringing things down to the lowest common denominator. But when a game does come along (recent examples are Breath of Fire 3, Colin McRae Rally) we do give them the credit they deserve, and they tend to sell very well.

KEEP LARA'S KIT ON!

Dear CVG,
I have been playing video games since the day of the Spectrum, and have put up with the "computers are for sad b'stards" attitude most people have. With that in mind I'm amazed that in your *Tomb Raider 3* report, your penultimate question was "Does Lara appear nude?".

Do you not realise that it's only a game with NO REAL PEOPLE IN IT?

Sony has been trying to aim its machine at a more adult market, and it is remarks like this which will help strengthen people's impression of video games as childish or immature. People who are taken in by cheats in magazines to see Lara nude really need to get a life outside playing computers.
Wayne Duvall, via e-mail.

CVG: The whole thing about Lara is crazy – so many people want to see her naked! If you saw the amount of people who fell for both the April Fools gags, you would understand why we had to include that question.

THE MOST CONCISE LETTERS IN THE WORLD... EVER! PT. 256

Dear CVG,
Well gentlemen, I must say that if it wasn't for you I probably would:
1) Have a tan from being outdoors more
2) Not have to wear glasses
3) Not know who Lara Croft is
Thank you CVG for turning me away from school and sports, and pointing me towards videogames.
Douglas Mulholland, Ireland

CVG: Another example of the influence this magazine has on the global youth population. A lot of people would say that we're a bad influence, but they're people who don't understand. We are changing the world for the better. But we'd like to say that education is good, sports are good – just stay away from the sun.

Dear CVG,
On ISS 64 when I tried to edit my England team, Gascoigne and Sheringham wouldn't fit.
H. Deane, Leeds.

CVG: Gazza and Teddy. Sorted.

Dear CVG,
Thanks for making me spend my money on something worthwhile instead of s**t.
James Spencer, Norfolk.

CVG: So you bought some toilet paper then?

Dear CVG
Just because this is an e mail it doesn't mean you can ignore it and delete it.
Jonathan Weston, zerocoolt3@cyberdude.com

CVG: Next!

Dear CVG
Please will you tell me why all N64 games are cute?
Ian Lappin, Scunthorpe.

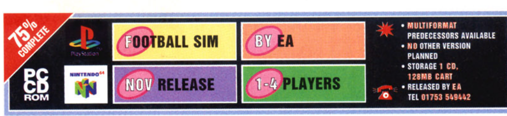
CVG: Goldeneye anyone?

THERE'S NO PLEASING SOME PEOPLE

Dear CVG,
Your mag's the best, and anyone opting for *Gamesmaster*, *EGM* or *Game Pro* are all brain-dead. But no mag is perfect, and I have something I want to say - you reveal too much much with your cover stories and previews. For instance, the latest *Resident Evil 2* revealed the weapons and a big handful of the monsters. And in the review, we learned that there are secrets too, and that's fine, but you said what the secrets were. We want to find them without knowing what they are. We want to be surprised – or, at least, I want to be.
Mats and Richard aka Ghostface, Norway.

CVG: We write about games in a lot of detail, and you decide whether you want to read it all. But we will be more careful in future.





We pull out all the stops and get the lowdown on possibly the biggest football game ever! Take your seats everyone – this is *FIFA '99*!



There's no doubt that *FIFA* is the biggest series of football games ever. The EA Sports team were at their peak when details of *FIFA Soccer* were first announced. They'd had huge success with titles like *NHLPA Hockey*, *John Madden* and *PGA Tour Golf* on the Megadrive and SNES and were widely regarded as the best sports game programmers around. That was always going to be enough to secure *FIFA Soccer's* huge potential. And when the game arrived in 1993, there were no disappointments. When you look back, it was a pretty flawed game but at the time, no-one had done better, certainly not on console anyway. Now, five years down the line and numerous follow ups later, the latest title is nearing completion. Will it come close to recapturing some of the old *FIFA* magic? Have a look at our pics and decide for yourself.

THE MAN IN THE KNOW...

To go with the shots on these pages, we needed to get the most accurate info on this potentially huge game. So who better than the Producer himself, Mark Aubanel. Check out what he had to say about the FIFA team's most difficult task to date.





THE TEST OF TIME

CVG: First things first, how does this version of *FIFA* differ from the others? What are the new game play features – modes of play and control feel, etc? New moves?

EA: We've gone right back to a grass roots level of football. Our focus is on international trophies and clubs with a new level of user customisable features. Using the Custom Cup or League creator, you can now create the exact league or cup tournament that you want, using the finest clubs in the world. New leagues include Belgium and Portugal. We have added a fantasy league that incorporates the 20 top clubs in the World that we call the European Super League. Also, for a quick, fun experience there is Golden Goal mode where you can play up to a number of goals like table football.

For *FIFA '99* there is far greater control over the player including more accurate passing and quick, easy to control dribbling (players really can cut in from left to right at high speed and make monkeys of the best defenders). The multi-directional chest control adds a new dimension to the game and picks up the pace.

Semi-automatic goalies allow the user to determine when the goalie should rush out and attack the ball. There is much more support from your teammates in the box. There is a great deal of new motion resulting in a totally new gameplay experience. As soon as you pick up the game you notice a big difference. We have made huge strides, resulting in a significantly more soccer-like experience, requiring real world soccer strategies to win.

CVG: The current engine you have for *World Cup '98* has given you as much as it can in terms of performance. Have you been able to push the engine further, or have you reworked the game from scratch?

EA: We are continually pushing our engine forward, both with respect to performance and features. Some areas need to be torn down and re-written, other areas just need tuning. Our goal is to provide the leaps in performance and playability that the user expects with every new title.

Our biggest critics and biggest proponents for change are the team developing the product. We are continually trying to one-up ourselves when we create the newest versions.



PROBLEMS AND TROUBLESHOOTING

What are the main problems you face when developing the most popular computer football games in the world. What is your mission statement with *FIFA* games, compared to what you imagine a competitor's would be, and the reality of putting this mission into practice.

Our internal focus is to deliver the best sports game in the business. We not only want to be better than our soccer competitors, we want to be the best sports game hands down. This broadens our team's focus to all sports games and sets up the highest possible goals for our team.

Our focus is always to deliver a high quality product in all aspects of the game. We want the user to lose themselves in the fantasy of being soccer players. We try and improve every area that we present to the consumer and we are very critical of our past work. This is why we have over 90 people worldwide trying to make *FIFA '99* the best video game possible.

The trickiest part, outside of co-ordinating this large group, is working on the new AI engine. This part of the game is tough to measure success – what is fun? – and we spend a large amount of time discussing and working the gameplay until we are satisfied.

Another challenge is to make sure that we are not only focusing on the hardcore consumers. Our philosophy is easy to use, difficult to master. We want there to be a significant change with added depth for the experienced user but we also want to make the game as accessible as possible to the new game player.

These are just some of the many challenges that we face.









Do...do...do the funky gibbon! The newest goal celebration to be put in *FIFA*.

GUESS WHO'S BACK?

Who did you use for the motion capture in *FIFA '99*?

We used some of the top players in football for our motion capture sessions.

Do you still have all of the real player names?

Hmmmmm, maybe England will win Euro 2000.

Are you going to put the indoor mode in again? How about the Classic Mode from *WC '98*?

Not for *FIFA '99*. It's fun, but not part of football as we know it. If we get enough people wanting a 5 on 5 indoor game, we could bring it back!

Who are the commentators in this version? Have you kept the faith and used John Motson again?

Different commentators are available on the different SKUs – due to memory limitations. Across the SKUs you will hear from the god himself, Motty, smooth Des Lynam, Gary Lineker, Mark Lawrenson and Chris Waddle.









JERK-O-VISION? NOT LIKELY!

Even though *World Cup '98* was a vast improvement over *RTWC*, the game still suffers from reduced frame rate in some sections. Have you managed to improve the situation?

Yes. This was one of our key areas of focus in the development of *FIFA '99*. We have significantly reworked the cameras and improved the frame rate, removing the spikes that you noticed in *World Cup*. We are quite happy with the results to date; but there is still some work to be done in this area.



FOR THE PC OWNERS

What hardware is the PC version going to support?

Joysticks:
- Gravis Gamepad Pro
- Gravis Gamepad
- Gravis Grip
- Microsoft Sidewinder Gamepad
- Microsoft Freestyle Gamepad
- Investigating supporting the Gravis Xterminator

3D Chipsets:
- 3DFX (Voodoo, Rush, Banshee, Voodoo 2)
- PowerVR
- Nvidia Riva (TNT & 128)
- ATI Rage Pro
- Intel 740
- Matrox G200
- This list continues to grow as our D3D support expands to include newer chipsets.

CPU:
- Minimum platform P100
- Recommended: P166 with a supported 3D card

Will the PC version be network compatible – local and internet?

The PC version will be fully LAN (local area network) and modem compatible. Most people think that we "intentionally" do not support internet play. Right now our game runs at 30 FPS and the internet does not provide sufficient speed and reliability to maintain the integrity of our gameplay experience.





LET'S TALK REAL FOOTBALL



What do you think of the English Premiership, compared to other leagues in the world? How much are the moves and playing styles in FIFA 99 based on domestic UK teams?

I think it's as strong as its ever been. The strange thing is that back in the 80s, the English were winning all the European trophies – now that the country is supposedly filled with the best players in the world, they're winning very little in Europe (bar Chelsea). I still think it's the best to watch.

What kind of football do you watch on TV? For example, which leagues – Italian, Brazilian? And who are your favourite players?

Largely Premiership, though several companies are showing Spanish, German and Italian this year – so we're pretty lucky that we don't miss many games around Europe. We actually had every World Cup game live here in Canada as well. The players I most admire include Dennis Bergkamp for his great finishing and amazing vision; Roy Keane for his sheer passion and tenacity and Ronaldo for his finesse and balance. There are loads of other players that had great World Cups but these three really make a difference to a team.

David Beckham: Saint or Sinner?

Saint – great talent, gorgeous bird, but he's the unfortunate scapegoat for a very talented England team. Sinner – because he still can't control his temper.





FIFA FOR DREAMCAST?

Apart from *FIFA*, what is your all time favourite football game on any format, and what makes it work?

Sensible Soccer – its sheer simplicity made it a great, quick playable game. I don't know if they can ever better it.

What games do you play in your spare time, if any?

FIFA – just kidding. The latest are *Starcraft*, *Tekken 3*, *Parappa*, *Goldeneye*, and *Deathtank*.

Do you have any plans for a Dreamcast *FIFA* game? *FIFA 2000*?!

Actually I think Italy will win Euro 2000.



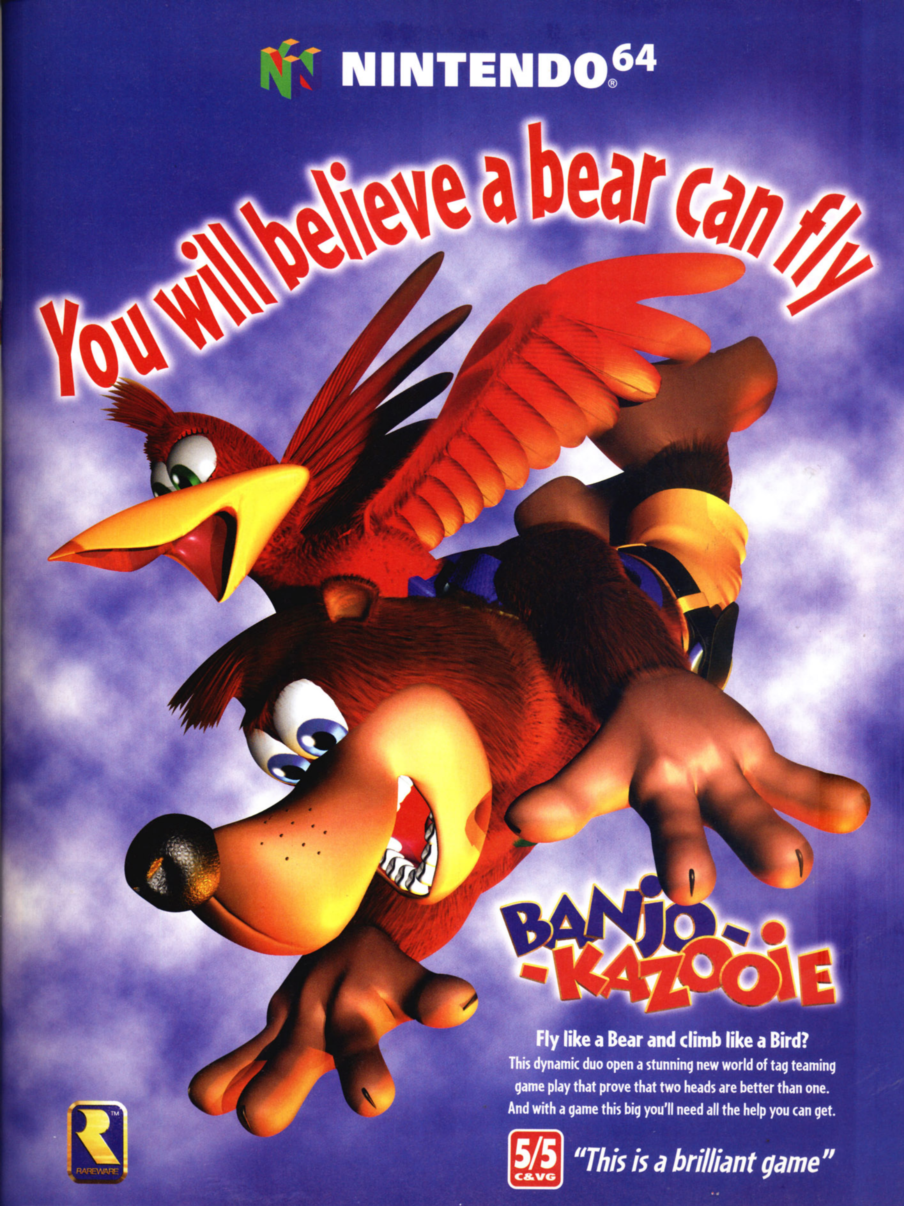
AND FINALLY...

Do you have a message - a promise, if you like - to *FIFA* fans here in the UK?

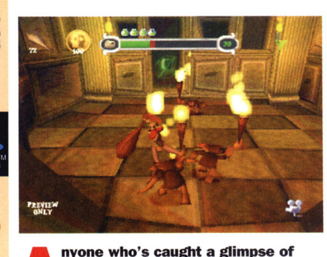
We are striving to make the world of soccer more accessible to the masses, while adding depth of gameplay for our legion of fans. There will be only one title that is a must buy this Christmas.

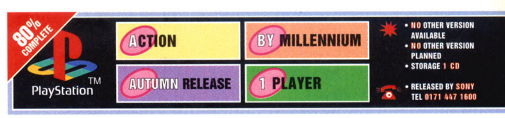
A GAME OF TWO HALVES

Well there you have it. The *FIFA* team's plans and hopes for their newest football game. Of course, we haven't yet seen a running version, but rest assured that as soon as we do we'll let you know how much of this is true.



THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH

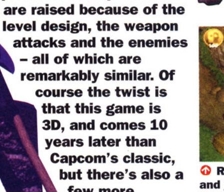




The *Resident Evil* series has proved that everyone likes horror games to be scary. We make a case for semi-cute horror.

MEDIEVIL

Anyone who's caught a glimpse of *MediEvil* while it's been in development will immediately say the same thing – it's *Ghouls 'n' Ghosts* 3D. A pretty accurate statement, except that this game isn't made by Capcom. The comparisons are raised because of the level design, the weapon attacks and the enemies – all of which are remarkably similar. Of course the twist is that this game is 3D, and comes 10 years later than Capcom's classic, but there's also a few more additions to the gameplay, as you'll find out.







Reach the summit of the hill and jump over the boulders. Where have we seen that before?

CALL THE LAWYERS

It looks to us like the designers of *MediEvil* were heavily influenced by Tim Burton's movie *Nightmare Before Christmas*. Sir Dan and Jack Skellington look like they had the same parents, and even the music is eerily similar to the movie's tunes. If you want further convincing, check out the graveyard level, and the short intro that accompanies this preview version of the game.





It's Jack Skellington. Oh no, it's Sir Dan. You can tell by the missing bottom jaw and one un-decomposed eyeball.

CAN YOU SMELL WHAT ZAROK IS COOKING?

If you've been playing games for longer than a few years you'll be familiar with ropey plots to get a game in motion. MediEvil features that old staple of an evil sorcerer called Zarok who wants to take over the world, and he's brought back the dead to serve his plan. Guess who you play? The hero! In this game his name's Sir Dan Fortesque, an age old hero. He's been brought back from the grave too. The task ahead is 30 levels long, featuring many enemies to defeat, puzzles to solve and some rather nice music.

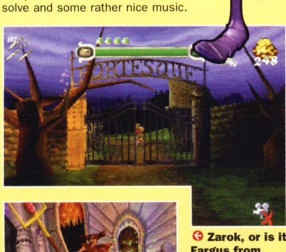












Zarok, or is it Fargus from *Pandemonium*? It's difficult to tell the difference. Boo him anyway!



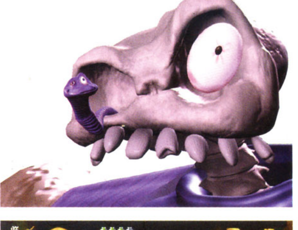
FOLLOW THE GREEN SLIMY PATH

The gameplay involves navigating the maze-like levels, hacking down the marauding zombies and assorted evil creatures and gathering rune stones. These stones act as keys to locked doors. Allowing you access to new parts of the level. Always be on the look-out for a level exit that is accompanied by a trail of green slime. This is where Zarok has left the present location to start trouble in a new area. Quickly follow it.





Zarok's been here, you can tell by his radioactive body odour.





The Phantom's playing is awful. Teach him a new tune to progress.





Watch out for trolls, they're thieving little midgets who will nick your weapons.





SKELETONS HAVE NO BRAINS

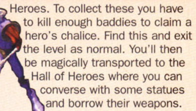
MediEvil isn't just a hack-and-slash affair. There are also many puzzles to solve. Luckily there are clue books and helpful gargoyles all over the place. The puzzles range from hitting objects and clearing paths to summoning witches, lighting fires and teaching the Phantom of the Opera a new tune to play.

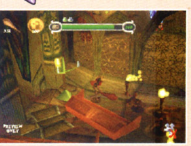


QUEST FOR THE CHALICE

You'll soon have quite an arsenal of weapons for Sir Dan. Starting in his tomb, you'll find a basic sword and some throwing daggers. There are also chests, located in levels, which can contain weapons you may need to progress. Best of all are the weapons in the Hall of Heroes. To collect these you have to kill enough baddies to claim a hero's chalice. Find this and exit the level as normal. You'll then be magically transported to the Hall of Heroes where you can converse with some statues and borrow their weapons.













FORTEAN TIMES

MediEvil should be entering our time in a couple of months. It seems promising, although the first few levels are a bit tedious. We'll bring you the full skinny soon.









3D FIGHTING | BY SONY | NOV RELEASE | 1 PLAYER

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1CD
- RELEASED BY ACTIVISION TEL 01895 456700

Wear your pyjamas all day, carry a big sword, hide behind a mask and creep up on people! It's fun being a Ninja.



Imagine *Metal Gear Solid* without the fancy weapons and hi-tech gadgets, just a big sword and primitive gadgets – that's *Tenchu*. Set in feudal Japan, you play a Ninja who must successfully complete 10 large levels, eliminating the opposition as discreetly as possible. Take to the rooftops, hide behind objects and beware of stray dogs.

CHOOSE WISELY

The 10 missions are all pretty straightforward affairs. Where you must avoid certain places, protect the innocent and defeat the boss. Locations include towns and forests. Before each mission you have the choice of selecting five items to take with you. These include grenades, caltrops (spikes) and health. If you do well enough on a level you can earn special Ninja items like attack dogs and decoys.



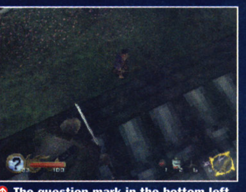
Ninja dog magic! The attack dog finds its target and takes a big chunk out of him. Just throw a bone to release the attack dog – he's easily pleased.



A DISTURBANCE IN THE FORCE

Your Ninja has the ability to sense the emotions of people nearby. This is indicated on screen by the Ki meter, which shows you if the person is aware of your presence, and how far away they are.

Using the Ki meter, it's easy to locate and creep up on opponents. The best way of doing this is sticking to the rooftops, with the aid of a grappling hook, and spying on your enemies.



The question mark in the bottom left indicates the guard's state of mind.



Stick to the walls, just like in a game starring someone called Solid Snake.

FROM SHADOW TO SHADOW

Enemies will engage in combat if they spot you. You can perform a number of different sword attacks with the aid of simple combos, sideways dashes and backflips can also help in battle. Best of all is the stealth attack. If you creep up on your enemy, and use the sword you can kill them with one swipe of the sword. Remaining undetected makes progress through the levels easier, and also gives you rewards at the end of levels.



Creep up from behind, a quick cut, and no long fight is needed.



Long fights can get quite messy. There's a lot of blood!



CHOP CHOP!

Lots of swords, blood and Ninja action are on the way. We'll bring you the final verdict next month.



75% COMPLETE

PC CD ROM / PlayStation

RACING GAME	BY VISUAL SCIENCES
OCT RELEASE	1-4 PLAYERS

- PLAYSTATION AND PC PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY PSYGNOSIS TEL 0151 282 3000

Getting bored of watching Mika Hakkinen zoom to victory every race? Here's your chance to do something about it.

FIA FORMULA 1 WORLD CHAMPIONSHIP FORMULA 1 98

Psygnosis's previous PlayStation *Formula 1* games have been massive, and they're planning on *Formula 1 '98* being even bigger! A new team called Visual Sciences has built a new game engine from scratch, giving the game a very different look from the previous games, which were coded by Bizarre Creations. Having the official license for the 1998 Formula 1 season means that it has all the real courses, drivers and cars, plus the rule changes which have been put in place in real life. Here's how it's coming along.

...AND THAT'S OFFICIAL!

As they've done with the last two *Formula 1* games, Psygnosis are going to use their official license to the max. This means that you'll get all the real courses used this season in accurate detail, all the real cars and sponsors (except for the tobacco companies), and all the real drivers.





As you can tell from the race order here, the drivers all act like their real-life counterparts.

R SCHUMACHER JORDAN HONDA +2.18 HAKKINEN MCLAREN MERCEDES

Braking late and overtaking on the inside in the wet? You'll be in that farmhouse in under a second.

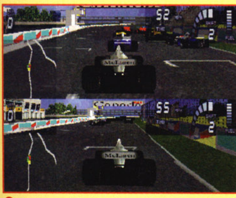
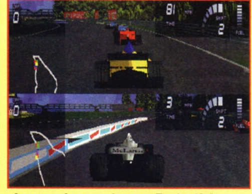


YOU'RE RIGHT THERE MURRAY!

As before, the commentary is provided by ITV's Murray Walker and Martin Brundle, though a lot of effort has been made to ensure that it works a bit better than last year's game. The two experts chat to one another more, and Psygnosis assure us that the repetitive "You're right there Murray!" sample won't keep cropping up as it did in *Formula 1 '97*. In fact, Mr Brundle spends a lot of time correcting Mr Walker's mistakes!

MORE PLAYERS THAN EVER BE-FOUR!

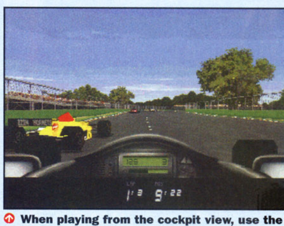
Formula 1 '98 has a promising multiplayer mode which lets two people play either with two linked-up PlayStations or with a split screen on a single machine. The most exciting feature is the new four-player mode whereby two people play on each of two linked-up machines. Although not many people will get the chance to try this feature out, it's still nice to have the option. We'll let you know how this four-player mode works in our review soon.

Just imagine having a full race with four human players at once. Fantastic!

HUH HUH... HE SAID COCKPIT

The new cockpit view is very different from the last game's. Instead of having your driver's arms in front of you, it's possible to see the dashboard read-outs inside the cockpit, as well as the front wheels moving as you drive. Although it's hard to see what's going on from this view, it makes everything feel a lot faster and more exciting than the standard "behind the car" views.

When playing from the cockpit view, use the dashboard screen to get all your telemetry info.

HI-RES RACING

The graphics are very different to the last *Formula 1* game, and the game engine is also different. Everything is in high resolution and is very detailed, but the early version we've played doesn't move very smoothly at the moment. Psygnosis assure us that the final game will run at a consistent 30 frames per second which will certainly improve the look and feel, otherwise everyone could be in for a big disappointment.





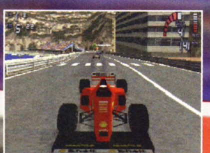


Taking on Spa's famous Bus Stop chicane in the wet is a scary experience!

MEGA MECHANICS!

Because pit stops are a lot more important in *Formula 1* racing now, Psygnosis have added a motion-captured pit crew to work on your car. Previously you'd just drive into an empty pit and your car would be magically repaired, but now you get to see what's going on. You can pit in at any time during a race to change your car setup, tyres and add as much fuel as you think you're going to need, adding a big strategy element to longer races.



As always, you've got a rear-view which you can call up at any time. You'll also be able to use your in-car mirrors in the final game.



THE WHITE FLAG

Hopefully the next time we see *Formula 1 '98* it'll be running at full speed with a nice smooth frame rate. There's still quite a lot of work to be done to the handling of the cars as well, but if Psygnosis gets it right they could have yet another successful Christmas.



65% COMPLETE
PC CD ROM

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NOV RELEASE	1-8 PLAYERS

- NO OTHER VERSION AVAILABLE
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The Global Defence Initiative (GDI) and the evil Brotherhood of Nod are recruiting troops for all-out intergalactic war. Apply within.



First came *Command & Conquer* – a groundbreaking real-time strategy game that can be played by anyone, even people who don't own anoraks. Then came *Red Alert* with a different selection of vehicles and missions. But now we have *Tiberian Sun*, which promises to be the best game of its kind ever! Although it uses the same fantastic system which makes all *Command & Conquer* games so easy and enjoyable to play, *Tiberian Sun* is a massive step up from *Red Alert*.

A whole new graphics engine gives the game a brilliant new look and allows Westwood to make the battles even more tense than ever before. Whether you're a veteran of the NOD vs GDI wars or not, *Tiberian Sun* is certainly a game you should be looking forward to.

BECOME A WAR HERO

While Tiberian Sun plays similarly to previous *Command & Conquer* games, there have been many subtle refinements and improvements. The coolest of these is that battle-experienced units become more powerful. Every time a unit is used, whether it be a single trooper or a tank of some sort, it gains experience points which improve its armour, speed, and power ratings. They can even gain new abilities on the way, making protecting your armies more important than before.

The battle arenas are also much bigger than *Red Alert*'s, plus they have proper 3D terrain with various new surfaces which affect your vehicles, and even bits of scenery which can be blown away to your advantage.

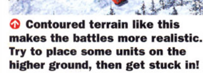


Contoured terrain like this makes the battles more realistic. Try to place some units on the higher ground, then get stuck in!



The red glow is coming from the defending base.





TIBERIAN SUNSHINE

Previously, strategy games have only ever had "functional" graphics. *Tiberian Sun*, however, looks absolutely gorgeous.

One major new graphical feature is the real-time coloured lighting which affects everything on the battlefield to make everything look a lot more solid.

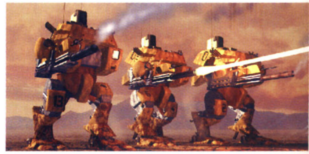
Explosions give off a yellow glow, lights on bases flash when they're under attack, and there are even covert night missions.

You can just imagine yourself creeping in and taking out enemy floodlights to leave them completely in the dark as you mount a full-scale invasion!



Night battles are the most impressive.





MOVIN' OUT!

Take a look at the screenshots and get ready for what will be the best strategy game of the year. Very soon we'll get to play a near-finished versio, and will bring you a full Coming Soon feature packed with more detail than your brain can handle.

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A hundred years in the future, and Formula 1 is long gone. Take your place in the F5000 championship and race for your life!

wipEout 64

Although Psygnosis's first two *Wipeout* games were created especially for the PlayStation, they were converted to the Saturn and PC with limited success. Now, after much speculation, the first Nintendo 64 *Wipeout* is nearly complete. But rather than trying to force a game designed with the PlayStation in mind onto Nintendo's machine, Psygnosis have made a new version based around *Wipeout 2097* with all-new tracks, extra weapons, and more play modes. Here's our first proper look at *Wipeout 64*.



EYE-MELTING GRAPHICS!

Because the previous *Wipeout* games were designed around the PlayStation's capabilities, *Wipeout* on the Nintendo 64 has a slightly different look. Although there's still work to be done on the graphics (not all of the coloured lighting effects are in place yet) they already move very smoothly indeed, even at the high speeds the ships reach. The colours aren't quite as stunning as those in the PlayStation original, but the final version of *Wipeout 64* should look great.





Some great coloured lighting.

The pit lane repairs your ship.





The new super weapons, such as Feisar's Minigun, make your choice of ship more important than ever before.



STICK IT TO 'EM!

Because the Nintendo 64's joypad is so different from the PlayStation's, a new control system has been used for *Wipeout 64*. You hold the pad as you would for most N64 games, with your left thumb steering the ship using the analogue 3D Stick. Being able to steer gently comes in handy on the new race tracks which require some smooth steering around gradual corners. In case you're wondering, the R shoulder button and Z Trigger work as the right and left air brakes respectively.



The N64 3D Stick means you can steer carefully round these long bends.

You can customise the controls if you want.

THE WIPEOUT OLYMPICS

Wipeout 64 has an excellent new Challenge Mode. There are three different types (Race, Time Trial and Weapon), each with six separate challenges to complete. Each one has different settings and requirements to win the gold, silver or bronze medals, and increase in difficulty as they go on. Here are some examples of the kind of challenges you can expect:

TIME TRIAL CHALLENGE 3

- **Gold:** 36.5 seconds
- **Silver:** 39.0 seconds
- **Bronze:** 41.0 seconds

TRACK: Sokana

CLASS: Rapier



TEAM: Qirex

LAPS: 1

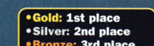
WEAPONS: None

You start all Time Trial Challenges with a free speed start and are given a single turbo boost which you can use whenever you want. To get a medal in this challenge you need to learn the course well, then get a near-perfect lap hitting all the speed boosts and not touching the side once. It's tough, but you'll get there in the end.





RACE CHALLENGE 4



- **Gold:** 1st place
- **Silver:** 2nd place
- **Bronze:** 3rd place



TRACK: Terafumos



CLASS: Rapier

TEAM: Feisar

LAPS: 3

WEAPONS: None

All you need to do is finish in third place or above on a simple three lap race. The thing is that there are no weapons or power-ups, plus the racers are really spread out along the track. You have to hit almost all of the speed boosts while making sure you don't touch the side of the track on the way.





WEAPON CHALLENGE 2

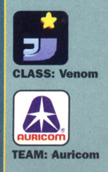
- **Gold:** Destroy 7
- **Silver:** Destroy 5
- **Bronze:** Destroy 3

This challenge isn't too hard because every weapon you pick up is useful. Simply hang back a bit at the start then work your way up the field taking people out as you go. You need to keep an eye on the timer because if you take too long between checkpoints it's Game Over, man!



Go for every single weapon and fire as soon as you get the chance.





TRACK: Doron IV

CLASS: Venom

TEAM: Auricom

LAPS: 3

WEAPONS: E-Pak, Quake Disruptor, Missile





ALL-NEW RACE TRACKS!

Wipeout 64 has six all-new tracks to replace the original *Wipeout 2097* ones. While they're not generally as twisty and turny overall, they've each got their own characteristics and tricky sections.

KUES BRIDGE






This sweeping downhill bend shows the great lighting.

There are lots of bits of technical equipment in the snowy mountains, such as this rotating radar dish.

SOKANA






This ramp sends you flying onto a twisty section of track. Learn to control the ship in the air or you'll land badly.

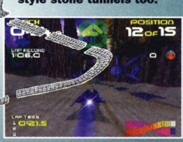
MACHAON II



There are a few Aztec-style stone tunnels too.



From the start you climb the hill through a forest.



On the way down the other side of the hill you pass through what looks a bit like an Ewok tree village.

DORON IV



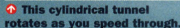


This face is painted on the front of a rocky tunnel which leads to a jump.

Doron IV is probably the fastest course in the game.

DYRONESS






This cylindrical tunnel rotates as you speed through.

This twisty section is one of the best bits of Dyroness.

TERAFUMOS




Danger! Jump coming up!




The start/finish straight. The pits are just to the right, as you can see on the map.

VELOCITAR

This is the mysterious final track in the F5000 race series. Only the very best racers will make it here, and it takes a real champ to win. But what does it look like? For now, you'll just have to use your imagination.

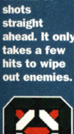
ALL-NEW WEAPONS!

Because *Wipeout 64* is set a few years after *Wipeout 2097*, some changes have been made to the F5000 championship rules. Now, each team is allowed to develop and use a unique and extra-powerful Super Weapon which can only be used by their pilots.



FEISAR: MINIGUN

Just like the hidden weapon in *Wipeout 2097*, this fires a stream of shots straight ahead. It only takes a few hits to wipe out enemies.



AG SYSTEMS: SHIELD RAIDER

When fired, this locks onto a nearby enemy and steals a load of their shield energy, then transfers it back to your own ship!



AURICOM: ENERGY SPHERE



Auricom's Energy Sphere needs to be charged up before firing by holding the B button. It passes through ships doing big damage as it goes.



QIREX: POWER SNARE



This makes a translucent wall appear on the track ahead of you. Any ships other than yours which pass through it take big damage.

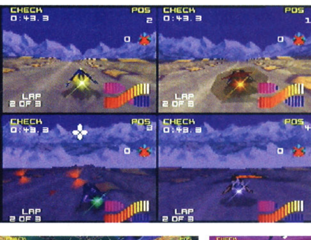


WIGGEDY-WACK SOUNDTRACK

One area of *Wipeout 64* we were particularly concerned about was the music. The previous *Wipeout* games have had fantastic tunes from real bands such as Prodigy, Chemical Brothers and Future Sound Of London, but the Nintendo 64 doesn't have the ability to play CDs. Amazingly, the tunes in *Wipeout 64* are excellent! Most of them were written by Psygnosis's own music team for the PC version of *Wipeout 2097*, plus there are two tunes by Fluke, all of which sound practically CD quality! There's a possibility that another "real" band will be featured in the final version of the game too.

CON-TEN-DER E-LIMI-NATED!

The only way to play *Wipeout 2097* on the PlayStation in multiplayer mode is to link two machines together. In *Wipeout 64*, up to four people can play at once with just one console and one TV! There's still work to be done on the four-player mode, as it currently slows down quite a lot on some courses, but the final game should be great fun!

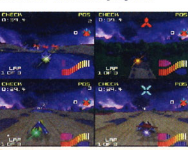


In four-player mode, quite a lot of scenery is removed to keep the speed of the game up. With just two players, most of the track-side detail is left in and everything moves fairly quickly.





You can compete in a full 15-man race with two players.



Each of the four players has a different coloured booster flare.

WIPEOUT SIXTY-MORE!

Psygnosis are still hard at work on *Wipeout 64*, ironing out a few bugs and giving the game a lovely coat of polish. We're already very impressed with the game, and look forward to reviewing a finished version soon.





80% COMPLETE

PC CD ROM

CORRIDOR GAME | BY RITUAL | OCT RELEASE | 1-64 PLAYERS

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- RELEASED BY ACTIVISION TEL 01895 456700

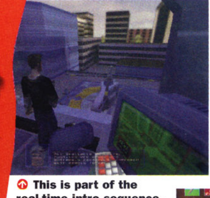
Here's yet another challenger gunning for *Quake 2*'s corridor crown. Thing is, this one's looking pretty darned good...



In the year 2017, the government of Freeport city introduced a revolutionary system of security to replace their under-manned police force. Individual corporations were allowed to form their own security forces (known as sec-forces) to protect both themselves and civilians of the city. Before long, a group of these sec-forces combined to form Hardcorps – the most efficient crime prevention force in the city. Now, 10 years later, the Hardcorps leader Colonel John Blade is trying to track down the source of a highly addictive drug called 'U4', which is doing strange things to its users. It's up to you to solve the mystery and take down whoever is responsible, having a blast on the way!

BACK TO THE FUTURE

Because *SiN* is set in a not-too-distant future city, the levels have a very realistic feel to them. The demo available on the internet lets you play the first level of the game, set in the city bank which is under attack by armed troops. After clearing the rooftops from your armed chopper you enter the building and have to complete your list of missions from the inside, where you'll find lots of enemy guards and even SAS-style bad dudes abseiling from the ceiling! Because of the realistic scenery and excellent touches of detail, *SiN* feels a bit like *Duke Nukem 3D*, but the brilliant *Quake 2* game engine it uses makes everything look a lot more solid. By the way, the designers – Ritual – used to be known as Hipnotic and were responsible for the excellent first *Quake* mission pack, *Scourge Of Armagon*. You can trust them.



This is part of the real-time intro sequence, featuring your sidekick.



OOOH, NASTY GRAZE

As with *Goldeneye* on the Nintendo 64, enemies show damage when they're hit. For example, if you shoot someone in the foot, they'll stagger around and you'll be able to see a bloody mess on the end of their leg! Some of the tougher characters take a lot of hits before they die, and can end up looking quite nasty with bloody patches all over their body. Especially gruesome is when you shoot someone right between the eyes – a bullet hole on the forehead marks the entry point while a giant splat on the back of the head (and often a nearby wall) shows the exit. *SiN*'s certainly not for the squeamish.





Bits of clothing tear away to reveal injured body parts. In deathmatches you can easily tell who's nearly dead.

GUNS AND AMMO



The Hardcorps sec-force has a fantastic array of weapons at its disposal. You start the game with a simple rapid-fire handgun and your good old fighting fists, but soon get to steal a high-power machine gun from one of the attackers. Later on, you'll get your hands on things such as shotguns, rocket launchers, a fantastic sniper rifle, plus a bunch of extreme weapons which haven't been revealed yet.

At the very start of the game you get to use a massive machinegun mounted in a helicopter!



The sniper rifle has a brilliant zoom mode so that you can line up shots perfectly. A single head shot guarantees a violent death. Great!

REPENT, SiNNERS

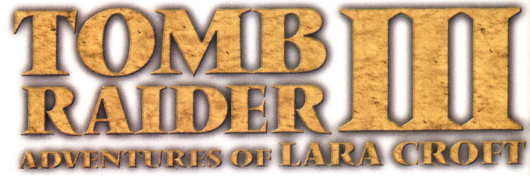
If you've got a PC but haven't tried the *SiN* demo yet, go to Activision online (www.activision.com) and download it. As soon as you have a go, you'll understand why we think it'll be one of the best of its kind when it comes out in a few months. More soon.


HALF THE BATTLE
IS GETTING
A HEAD
THE
OTHER HALF
IS KEEPING
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H·E·D·Z
HEAD EXTREME DESTRUCTION ZONE
Battle across 26 awesome combat arenas to collect over 200 Hedz
all with unique abilities - some ballistic, some just downright bizarre -
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So completely original... it will mess with your HED!
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75% COMPLETE	ADVENTURE	BY CORE	• TOMB RAIDER 1 + 2 AVAILABLE • T4 ON NEXT GEN CONSOLE PLANNED • STORAGE 1CD
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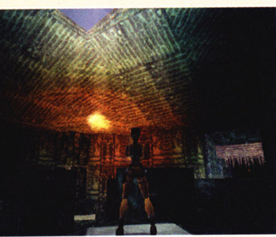
India, London, South Pacific, Nevada and Antarctica. Lara Croft is getting ready to embark on her latest world tour. Her first stop is right here.



The man in the hat used to say, 'It belongs in a museum', talking about some long lost artifact. Whatever Lara's motivation is, she's at it again – off on another adventure that uncovers long-lost worlds and has her fighting strange beasts. *Tomb Raider 3* is more of the same, big levels, baddies to fight, puzzles to solve and lots of hair-pulling frustration. We wouldn't want it any other way. Looking at the list of improvements for the third in the series, it looks like this should be Lara's best game yet.

SHINE A LIGHT

The flares that played a part in *Tomb Raider 2* have now been incorporated into a larger number of puzzles. One idea is for transparent platforms that are only detectable under the glow of a flare. The new dramatic and multi-coloured lighting improves not just the look of the game, but the scope for puzzles as well. A mine car plays a part in the adventure later on, where coloured lighting will help indicate which route to take.



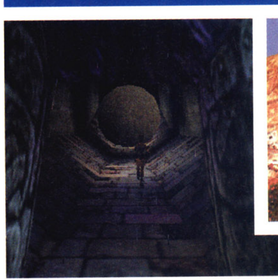
The coloured lighting illuminates this large room, that hole in the ceiling help as well. Check out the collapsing spikes on the right.

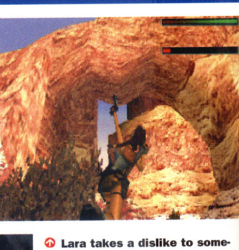


Lara's new flame move will toast opponents. Not really! She just wandered a bit too close to those flames – silicone's very flammable.

VROOM VROOM

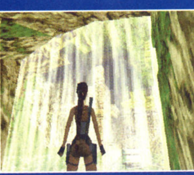
The vehicles were a big hit in *Tomb Raider 2*, so Core have had the bright idea of including even more this time around. To start the game, Lara makes a parachute jump into India, and gets to ride a quad bike later on. The London levels feature an underwater propulsion unit, a small homage to James Bond perhaps? The Nevada desert will feature a vehicle suitable for the terrain, probably a jeep or a sand bike. There are also some timed puzzles here that will see *Tomb Raider 3* playing similarly to *Metal Gear Solid*. In the South Pacific there will be a whole level built around the thrill of canoeing down white water rapids. A wrong turn and it's instant death. Lara will be able to get out of the canoe and do a bit of exploring if you want. Once you get to the Antarctic, the speedboat and skidoo will return, albeit in a slightly altered form.





Lara takes a dislike to something above the arch. Pretty soon we'll find out what it is.

BYE BYE BUGS





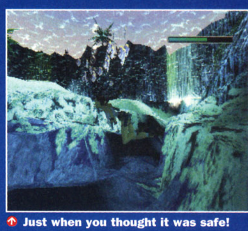
In the first two *Tomb Raider* games, everyone knew how to utilise a certain polygon bug to their advantage. We're talking about Lara's x-ray vision ability to look through walls when she's standing in a corner. For *Tomb Raider 3* this "feature" has been eliminated. If Lara is now standing in a corner, you can't move the camera past a certain distance, so no clipping problems should occur. If this works, *Tomb Raider 3* could be much tougher than its predecessors.

BOOBY TRAPS

There are lots of new hazards to be found, not just glass shards, spikes and fire. Water sections are influenced by currents, and freezing water affects Lara's temperature. Water pools are also home to the dreaded Piranhas. While on land, there's the danger of deadly quicksand, and snakes hiding in the tall grass. If you've a fear of the fearsome firewalks, be afraid, they're back. There's now the added excitement/danger of whole rooms catching fire!



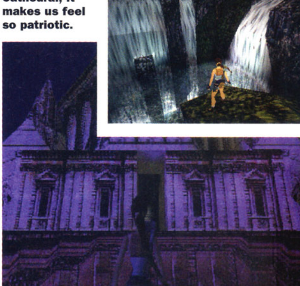
Arrggh! That ceiling has got spikes!



Just when you thought it was safe!

St Paul's Cathedral, it makes us feel so patriotic.







CRYSTAL CASTLES

We mentioned last month the re-appearance of the save crystals from the original game. It seems this could go to the wire, as Core still aren't sure how to implement them. Latest news is that the game will have several difficulty levels. This will result in a choice of whether you use crystals or not. If you pick the easy game, you'll have the freedom to save anywhere, the hard difficulty level will have you searching for those crystals.

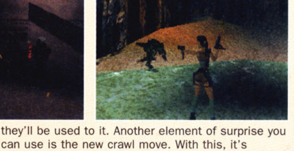
It's not a glitch, it's some fancy mist!

How do you get up to those lights?

CLEVER GIRL







A couple of new enemy AI (Artificial Intelligence) ideas have cropped up as well. Tigers that hunt in packs, will have one assigned as leader. If you shoot the leader first the others will run away, regroup, and re-appear later. Animals will also react to the sound of gunfire. The first time they hear a gunshot they will become scared, by the second shot they'll be used to it. Another element of surprise you can use is the new crawl move. With this, it's possible to evade guards by hiding behind objects and not entering their field of vision. If these features don't appear in the game because of memory and time constraints, you can be sure they'll appear in *Tomb Raider 4*!



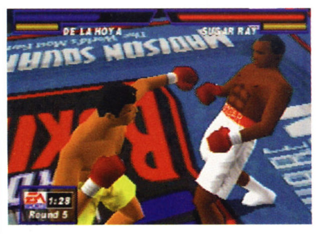




PASSPORT TO ADVENTURE

Only a few months to go now. Next time we report, we'll bring you much more information on what to expect in the early levels.







A host of boxing legends assemble to prove who really is the greatest.

KNOCKOUT KINGS

If you're going to release a sports game on a console, it always helps if you've got a licence. Games that sport the name of a famous star or organisation can notch up huge sales.

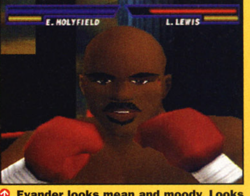
In previous boxing games, you were lucky if you had one famous signature on the box. *Knockout Kings* looks promising because it has nearly 40! See you at ringside.



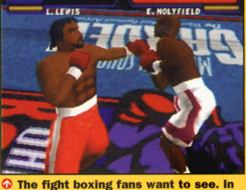


I AM THE GREATEST

The 38 boxing greats of the past and present who have signed on to play a part in Knockout Kings read like a who's who of the sport. Featuring Evander Holyfield, Lennox Lewis, Marvin Hagler, Sugar Ray Leonard, Rocky Marciano, Joe Louis, Jake LaMotta, Sonny Liston, Floyd Patterson and the greatest – Mohammed Ali. The only boxer who couldn't be convinced to join the cast was George Foreman, and EA weren't comfortable about including Mike Tyson until the boxer's licence was re-instated.



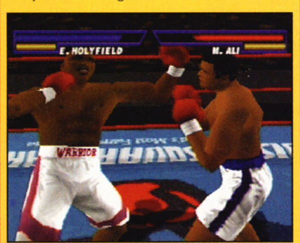
Evander looks mean and moody. Looks like he has full use of both ears too.

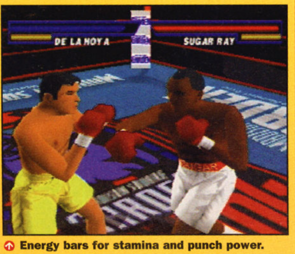


The fight boxing fans want to see. In *Knockout Kings* it can actually happen.

FLOAT LIKE A BUTTERFLY

Being an EA Sports game, you can expect lots of statistics, and *Knockout Kings* doesn't disappoint. Each fighter's physical attributes and skills have been considered. These help determine individual artificial intelligence. The boxers have differing styles, with those that like to stick and move, and others that are big hitters but small on stamina. Over time, you will discover the best tactics to use with your favourite fighter.



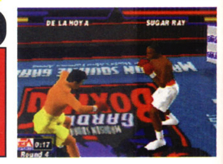




Energy bars for stamina and punch power.

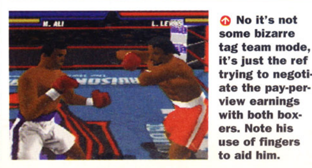
STING LIKE A BEE

There are three weight classes in the game – light, middle and heavyweight. This might explain why Prince Naseem doesn't appear anywhere. You'll have the option to play career or exhibition modes. There's also dual play-by-play commentary provided by Sean O'Grady and Al Albert, who are probably very famous in America.





Whether the motion capture allows Ali to really float like a butterfly and sting like a bee remains to be seen. It'll be a shame if he can't.

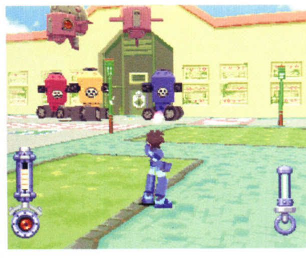


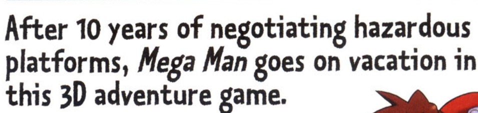
No it's not some bizarre tag team mode, it's just the ref trying to negotiate the pay-per-view earnings with both boxers. Note his use of fingers to aid him.

BOB AND WEAVE

Knockout Kings is looking a strong bet to take the best boxing game belt. With *Victory Boxing 2* also due for release, we can expect a championship bout soon.


POLICE REPORT
Accident Report / RTA-1156
Date: 1st September 1998
Time: 14.43 hrs
Injuries: None
Attending Officers Report:
Badge No:
362661
"This is the twelfth incident of this type within seven days. All because V-Rally is now available for just £19.99 as part of the Platinum range. What do the makers of V-Rally think they're doing? Don't they know it makes people think that doing a handbrake turn at over 90mph is easy? Doing 160mph down a country lane is not a piece of cake, believe me."
GMP/RTA/R11-675
11 official world rally cars.
42 challenging tracks.
Replay mode after each stage.
Co-driver voiceover.
3 Modes- championship, arcade and time trial.
Multiplayer split-screen, vertical and horizontal.
Official PlayStation Magazine 9/10
PlayStation Plus 94%
EXCLUSIVE PLATINUM FEATURES:
·New Toyota Corolla WRC 98
·Dual Shock™ Compatible
NOW ONLY £19.99
V-RALLY
97 CHAMPIONSHIP EDITION
PAL
INFOGRAMES
PlayStation PLATINUM
ocean
V-RALLY
HEART RACING ACTION
PlayStation
PLATINUM





After 10 years of negotiating hazardous platforms, *Mega Man* goes on vacation in this 3D adventure game.

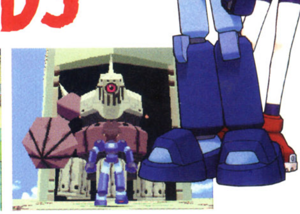
MEGA MAN LEGENDS

Famous game characters sometimes need to reinvent themselves, *Mario Kart* or the plumbers' puzzle games on Game Boy, or *Sonic R* for examples.

Now it's another platform game veteran's turn to put a twist to his latest adventure. Mega Man is his name, and he's been starring in Capcom games for over 10 years.

He's already tried his hand at a racing game, *Mega Man Battle and Chase* – not released in the UK, but now he's about to display the new style.





A WHOLE NEW WORLD

Mega Man Legends is a mixture of many game styles, with puzzle solving, shooting and role playing, and of course 3D platforms! You control *Mega Man*, who along with his friend Roll and her grandfather Barrell, have crash landed in a place called Kattelox Island. Now they must find new parts for the ship. There's also talk of a famous treasure – the Mother Lode – a very strong power source.





There are plenty of characters to talk to, and the whole game looks like a cartoon. Cool!

DEATHTRAP DUNGEON

Mega Man is free to explore his new surroundings in full 3D. He will, however, have to solve puzzles and perform tasks for the villagers to reach new areas. He can also enter many buildings. Some of these contain enemies who Mega Man must fight. His friend Roll assists him in these sections over an intercom, like in *Burning Rangers*, telling him what lies ahead and which direction to turn in the large mazes.





ZENNY FOR YOUR THOUGHTS

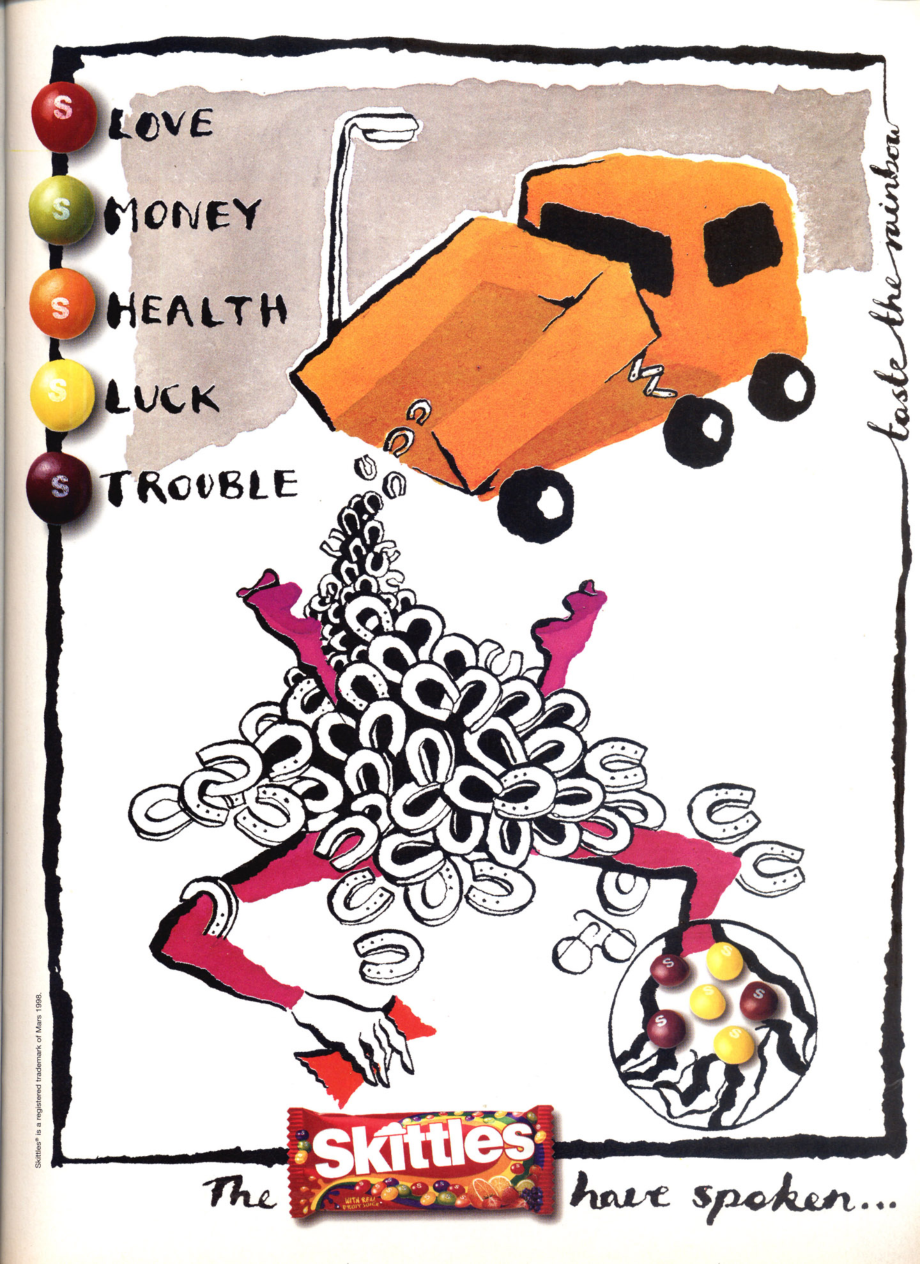
The currency on Kattelox Island is the zenny. By finding and earning these coins, Mega Man can improve his chances of survival and buy new weapons. Two can be equipped at a time. Buster parts will improve the blue guy's famous buster gun. You can also find refractors when you defeat enemies, which are converted into zennies.



Mega Man saves his zennies to buy a brand new TV.

OL' BLUE BOY IS BACK

Aimed at a younger audience, *Mega Man Legends* is looking very promising at this stage. We'll bring you more soon.


LOVE
MONEY
HEALTH
LUCK
TROUBLE
taste the rainbow
Skittles
WITH REAL FRUIT JUICE
The Skittles have spoken...
Skittles® is a registered trademark of Mars 1998.

CHECKPOINT

This month's events and software releases at a glance. **Sept — October**

IN ASSOCIATION WITH electronics boutique

If it's worth knowing about, then it's in these two pages. All the hottest releases, biggest shows and coolest compos are in Checkpoint.

Sega are looking to prove to the world that they still have to be taken seriously. The company will unveil many of the eagerly awaited games in development for Dreamcast at the Tokyo Game Show, which is likely to be the show of the century as far as games are concerned. So if you can afford it, don't miss it.

LIVE '98

24-27th September
Earls Court

Great big televisions and stereos, as well as ones that are so small, you need a sniffer dog to find them. If your into anything technology-related, you should go to this.

TOKYO GAME SHOW

10th-12th October
Tokyo

Sega are likely to unveil all their titles here. *Sonic Adventure*, *VF3*, *Sega Rally 2* and maybe the *Star Wars Trilogy Arcade*! Whatever, this is going to be one of the greatest shows ever!

EVENTS AND SOFTWARE RELEASES

SEP–OCT SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH electronics boutique

KEY: RED These games are hot / BLUE These are not

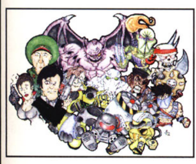
GAME NAME	FORMAT
18th September 1998	
Aironauts (Infogrames)	PlayStation
Starseige (Cendant)	PC CD-ROM
Biofreaks (GT Interactive)	PlayStation/Nintendo 64
Batman (Infogrames)	Gameboy
Deep Fear (Sega)	Saturn
Enemy Zero (Sega)	PC CD-ROM
Looney Tunes (Infogrames)	Gameboy
Command and Conquer: Retaliation (Virgin)	PlayStation
Hardball 6 (EA)	PlayStation
M.I.A. (GT Interactive)	PC CD-ROM
Tasmania (Infogrames)	Gameboy
F1 World Grand Prix (THE Games)	Nintendo 64
25th September	
Actua Tennis (Gremlin)	PlayStation
Waialae Country Club Golf (THE Games)	Nintendo 64
Breath of Fire 3 (Infogrames)	PlayStation
Madden NFL '99 (EA)	PlayStation
Mortal Kombat 4 (GT Interactive)	PlayStation/ Nintendo 64
Ninja (Eidos)	PlayStation
V-Rally (Infogrames)	PC CD-ROM
Off Road Challenge (GT Interactive)	Nintendo 64
S.C.A.R.S. (Ubi Soft)	PlayStation
Hedz (Hasbro)	PC CD-ROM
Mission Impossible (Infogrames)	Nintendo 64
Tellurian Defence (Psygnosis)	PC CD-ROM
September (no set release)	
Constructor (Acclaim)	PlayStation
Fifth Element (Sony)	PlayStation
Twisted Edge (THE Games)	Nintendo 64
Actua Tennis (Gremlin)	PC CD-ROM
ISS Pro '98 (Konami)	PlayStation
Dawn of War (Virgin)	PC CD-ROM
Hardwar (Gremlin)	PC CD-ROM
Joe Blow (Telstar)	PlayStation
Assault (Telstar)	PC CD-ROM
Spearhead (Interactive Magic)	PC CD-ROM
The Fifth Element (Ubi Soft)	PC CD-ROM
Montezumas Return (Take 2)	Nintendo 64/ Gameboy
Megaman Legends (Virgin)	PlayStation
Cities of Justice (Take 2)	PC CD-ROM
Megaman X4 (Virgin)	PlayStation
Card School (Take 2)	Gameboy
Mr Domino (JVC)	PlayStation
Pet in TV (Sony)	PlayStation
Colin McRae Rally (Codemasters)	PC CD-ROM
Pocket Fighter (Virgin)	PlayStation
R-Types (Virgin)	PlayStation
Tombi (Sony)	PlayStation
Victory Boxing 2 (JVC)	PlayStation
X-Men vs Street Fighter (Virgin)	PlayStation
2nd October	
Duke Nukem – Time to Kill (GT Interactive)	PlayStation
Future Cop LAPD 2100 (EA)	PlayStation
Moto Racer 2 (EA)	PlayStation
Gex 64 (GT Interactive)	Nintendo 64
NHL '99 (EA)	PlayStation
FA Premier League Football Manager '99 (EA)	PC CD-ROM
All Star Tennis (Ubi Soft)	Nintendo 64
Wild Nines (Interplay)	PlayStation
San Francisco Rush (GT Interactive)	PlayStation
Small Soldiers (THQ)	Gameboy
7th October	
Buggy (Gremlin)	PlayStation
9th October	
Half Life (Cendant)	PC CD-ROM
1080° Snowboarding (THE Games)	Nintendo 64
16th October	
NASCAR '99 (EA)	PlayStation
Space Circus (Infogrames)	Nintendo 64
Test Drive 5 (EA)	PlayStation
Wargasm (Infogrames)	PC CD-ROM
21st October	
Actua Golf 3 (Gremlin)	PlayStation
23rd October	
Knockout Kings '99 (EA)	PlayStation
Bomberman Hero (THE Games)	Nintendo 64
28th October	
Actua Soccer 3 (Gremlin)	PlayStation
30th October	
Big Air (EA)	PlayStation
Formula One '98 (Psygnosis)	PlayStation
NBA '99 (EA)	PlayStation
Small Soldiers (EA)	PlayStation
October (no set release date)	
Baby Universe (Sony)	PlayStation
Medievil (Sony)	PlayStation
Brian Lara Cricket (Codemasters)	PC CD-ROM
Buck Bumble (Ubi Soft)	Nintendo 64
Falcon 4.0 (Microprose)	PC CD-ROM
NBA Jam '99 (Acclaim)	PlayStation
NFL Extreme (Sony)	PlayStation
O.D.T. (Psygnosis)	PC CD-ROM
Silicon Valley (Take 2)	Nintendo 64
Gangsters: Organised Crime (Eidos)	PC CD-ROM
Spyro (Sony)	PlayStation
Tenchu (Activision)	PlayStation
Joe Blow (Telstar)	PC CD-ROM
Sim City 3000 (EA)	PC CD-ROM
Thrill Kill (Konami)	PlayStation
Fighting Force (Eidos)	Nintendo 64
Unholy War (Eidos)	PlayStation
Monkey Hero (Take 2)	PC CD-ROM
Zero Divide 2 (Sony)	PlayStation



WINNERS! WINNERS!

BANJO KAZOOIE

An absolute ton of entries greeted this "design a Rare montage" compo, and all were of a very high quality. But after we sifted through the entries, these are the three we came up with. First up was **Christopher Holland** from Winsford with his montage (right). The other two winners are **Kate Davies** of Bristol and **Adam Howarth** of Ashburton, Devon. Well done all!





And the winners are... Adam Howarth (far left), with his Gothic masterpiece; Kate Davies (left), and her shiny happy picture; and last but not least seven-year-old Chris Holland with his excellent effort (above).

QUAKE 2: THE RECKONING

Apart from the person who sent in an actual snake skin, these entries for a design your ideal *Quake* skin were a pretty straightforward affair. The winners are **Tim Burrell-Saward**, **Stephen Din** (sorry if we spelled your name wrong, Stephen) of Glasgow and **Craig Edwards** of Littlehampton. Congratulations to you all.







Stephen Din's spooky sketch of his family, wearing their skin (above); Tim Burrell-Saward's 'Thermo-Nuclear Armoured Shock Troop' (left); and Craig Edwards's Apocalypse (far left).

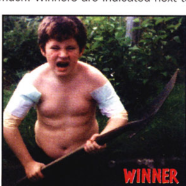
WWF WARZONE

Hey freaks! That is a message to all those that sent in photos to our dress up as a new Wrestler competition. Take a look at this awful looking bunch of people and try not to cringe/wet yourself/laugh too much. Winners are indicated next to the specific picture.

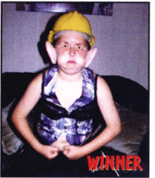




HARD PAC
aka Acen Guioshev



IRELAND'S KING OF SPADES
aka Phelim Young



'CHEEKS' McGEE
aka David Gregory



'MAD' JIMMY McTAVISH
aka Clarán Gallagher



THE ANDORRA MAN
aka Conor Sheridan



THE BEAST OF DOOM
aka Jack Bevan



GIT
aka Matt Hopkins



FORMULA 1 '98

The latest F1 game from Psygnosis and we're giving not one or two, but three of you the chance to win one. So all you have to do is answer this very simple question that'll test your knowledge of the Formula One scene. Who are the two drivers for the Jordan team? There we go couldn't be easier. All you have to do now is write your answer down on a postcard and send it off to the address at the bottom of the page marked **MICHAEL SCHUMACHER'S BROTHER**

1080° SNOWBOARDING

At last, some quality titles from Nintendo as the games they wanted to hold back until Christmas start seeping into the market. *1080°* is the first of these, and is another chance to prove to the Nintendo owners that they can make cool games for the older market. To win a copy of this excellent 'boarding game, all we want you to do design a cool CVG T-Shirt that you'd wear on the slopes. It doesn't necessarily have to have our logo, but some reference to the mag. Who knows, we may even make the best ones into proper Tees! Send them to **DON'T GET SHIRTY WITH ME!**

HALF LIFE

The much awaited corridor game from Cendant finally gets it's airing and there is no doubting it's a cool title. Fancy winning one then? The final compo this month is another easy one, as we don't want to test you too much. Say for instance you were half human and the other half of your body could be anything you wanted. Well, tell us what the other half of you would be and why. Pamela Anderson or Lara Croft entries will be binned for obvious reasons. Send them to **AAAALLLL THE PEOPLE, SO MANY PEOPLE** at the usual address.

Send entries as soon as possible to:

CHECKPOINT #202 FREEBIES,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TZ.

SPECIAL THANKS

Big up to all tha EB Massive. Holding down the release list info. Keep it locked to the CVG for all your wicked dates. Man. But remember, neither EB or CVG can be held responsible should any of the dates slip. Peace. Out.



GIZMO PALACE

APPEARING IN A SHOP NEAR YOU NOW! OR IF NOT - VERY SOON!!!

WHERE DOES HE GET THOSE WONDERFUL TOYS?

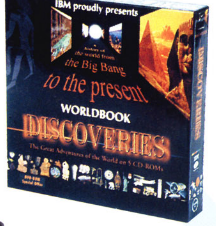


UNKLE DOLL
Used to promote the Unkle album *Psyence Fiction* (Mo'Wax). Buy the album and you'll see Futura 2000's original design.
Not available in any stores. Well, perhaps some. But you'll be lucky to find it and end up paying loads!

YES I KNOW I HAVE A BIG POINTY HEAD, YES I HAVE BIG EARS AND HANDS. BUT YOU KNOW WHAT THEY SAY ABOUT PEOPLE WITH BIG FEET? WAIT A MINUTE. WHERE ARE MY FEET?



NEW BOOKS
Well, two are graphic novels and the other is just bizarre. Lara's book features a foreword and short story by the previously respected author Douglas Copeland, the rest is just fan boy drivel. Elsewhere, Batman visits Norway and the Crow reappears for the first time as a woman, very cutting edge!
Lara's Book £15.99 by Prima, The Crow: Flesh and Blood £6.99, Batman: Other Realms £8.99 both from Titan Books.



WORLD BOOK DISCOVERIES
A multimedia history of the world, from the big bang to the present day. Brought to you by Big Blue, the computer firm that thinks it owns the world.
£49.99 By IBM.

YOMEGA X-BRAIN YO-YO
Yo-yo's have been huge in Japan for over a year, and Bandai have finally decided to release what is considered the best in the UK. Look out for special trick books and limited edition yo-yo prizes in participating stores.
£6.99 By Bandai





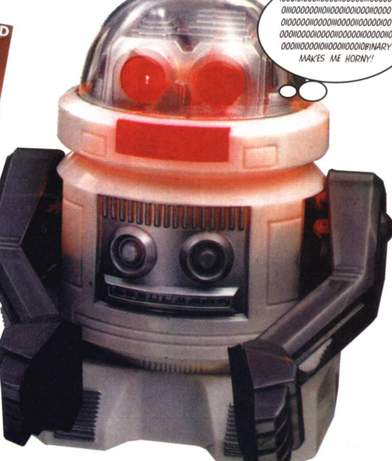
ACTION REPLAY CARTRIDGE
Plug this in the back of your PlayStation and watch in amazement as your favourite game is injected with juicy cheat codes. For weak players only!
£29.99 By Datel.





HIP HOP E-JAY
Following on the heels of the rave and dance e-Jay applications, here comes the king of the beats, featuring loads of samples and best of all – virtual turntables to scratch. Who needs vinyl? vi-what? It's not as good. Ok, so vinyl is more scratchable. Just buy this if your record collection is more Manilow than Funkadelic.
£34.99 By FastTrak, call 01923 495 496 for details.

LIE DETECTOR
A fully working lie detector, complete with a little black thing to wear on your finger. It's designed as a game, but once you've figured out how it works, you can design your own tests.
£19.99 From Black Friar



G25 GRIPPER ROBOT
With the aid of a huge remote control, this robot can move forward and backward. If that wasn't enough he can also hold objects and drop them. Well, whaddaya want for seven quid?
£6.99 by Supertoys, available from Hamleys, and bought for Alex for his Birthday. The G25 protects him from large bullies.

JORDAN RACING WHEEL
Or, to use its full name, The Official Jordan Grand Prix Racing Wheel, for use with the PlayStation. The wheel has been designed with the help of the Jordan team, so it's very practical. You can also rip it out of the socket for a quick escape if your couch catches fire.
£49.99 By Joytech.



BOOM, TISH, BOOM, TISH, BOOM, TISH, BOOM, TISH, **YEAH**! BOOM, TISH, BOOM, TISH, BOOM, TISH, **YEAH BABY**!!, BOOM, TISH, BOOM, TISH, **FRESHHH**!

DJX KEYBOARD
Complete with a built-in sampler, this box of tricks will get you making dance tunes to rival Gina G and Ace of Base in no time. Maybe you'll progress to music after that.
£269.99, By Yamaha





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computer and video games

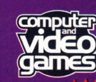
NEXT MONTH

- ★ APOCALYPSE
- ★ FIFA '99
- ★ ZELDA 64
- ★ TUROK 2
- ★ TEKKEN 3
- ★ 1080° SNOWBOARDING
- ★ ACTUA SOCCER 3
- ★ DREAMCAST LATEST

ON THE STARTING GRID FORMULA ONE '98 ON PLAYSTATION

ISSUE No. 203 OUT OCTOBER 14TH



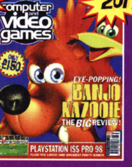




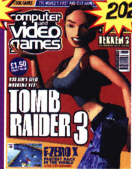
Extensive coverage of all the best football games to coincide with the World Cup. Plus reviews of Gran Turismo, Forsaken, Vampire Savior, Point Blank and Ghost in the Shell. What more do you want?



Preview of the fantastic new N64 game, Body Harvest; the world's best Gran Turismo guide, and reviews of Dead or Alive, Vigilante 8, Breath of Fire, Special Ops, Guilty Gear, Unreal, and loads more.



The best Banjo Kazooie review… ever! PLUS previews of Final Fantasy 8, Metal Gear Solid, Turok 2, Perfect Dark. And more reviews of great games – including Colin McRae Rally and Commandos.



Interview with the team behind Tomb Raider 3. Plus a look at the all-out mad-rush racer F-Zero X; the definitive Tekken 3 review; Metal Gear Solid; Wipeout 64; Ninja; and tons more!

PHONE NOW TO GET YOUR BACK ISSUES





EARLY ISSUES OF THE WORLD'S FIRST GAMES MAG IN SHORT SUPPLY, SO HURRY.

EVERY ONE A MASTERPIECE!





Me Tarzan. You Newsagent. Tarzan want CVG. Newsagent save CVG for Tarzan. Tarzan save Jane for Newsagent. Ungawa! Aaa-a-a-aaaa-a-a-aaaaa!

NAME ....

ADDRESS ....

....

SIGNED ....

DATE ....



TEKKEN 3 EXPERT GUIDE™

The more you play *Tekken 3*, the better it gets. But to really get the most from the game your skills must be second to none.

This guide puts the power in your hands. Instead of giving you lists of combos to copy, we give you the strategy to develop winning techniques of your own. Why fight like someone else when you can fight better your way?

Your mastery of *Tekken 3* starts here. Practice the tactics laid out for you here and we guarantee you'll be kicking your opponents in style – your style!

GRADING YOUR SKILL

This guide is graded so you can attempt what you feel comfortable with, according to your skill level. Just like if you were to practice a real martial art, these skill levels are colour coded.

YELLOW: STANDARD	BLUE: ADVANCED
RED: EXPERT	BLACK: MASTER

KEY

LP – Left Punch	LK – Left Kick
RP– Right Punch	RK – Right Kick

CHOOSING THE RIGHT DISTANCE

During any bout, the distance between you and your opponent changes frequently. It's very important to use the appropriate move for the given distance. Otherwise you will be left punching the thin air and then, most likely, on your backside.



CLOSE RANGE
Jabs, throws, and close range special moves, like Paul Phoenix's Rapid Fire elbow.



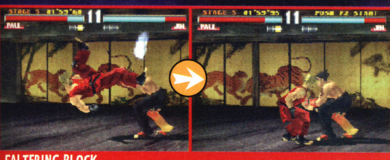
MID RANGE
Front kicks (down towards+ RK), and mid-range special moves, like Law's Junk Yard Kick.



LONG RANGE
Right kicks, left kicks, and long range special moves, like Heihachi's Destructive Fist.

COUNTERING

Countering is defined as avoiding an incoming attack, then retaliating before the opponent can block. Using the right counter move is imperative. For example, after blocking Law's Somersault Kick, countering with a high attack will only give Law the initiative as he squats after landing. In this case it's best to use throws, or mid height attacks to counter. Here are some typical situations that you should bear in mind.



FALTERING BLOCK

With some moves, such as King's Exploder, and Paul Phoenix's Roll Kick, your character can block, but will take a few faltering steps from the impact of the heavy blow. With these moves it's best to block, then sit tight until your character has regained their composure.

BREATHER MOVES

Paul's Phoenix Smasher and Nina's Double Palm Strike create space between fighters when they're blocked. They can be prevented with a little observation. For example, players who use Paul often try two Phoenix Smashers in succession, so aim to block the first and reverse the second.

MOVES THAT STOP IN FRONT OF YOU

Any special moves which don't come under the above two categories. Examples of these are Paul's Rapid Fire, and Jin's Dragon Punch. Once you have blocked or avoided these moves, make it your habit to counter!

REGULAR COUNTER MOVES

Every character in the game has three basic counter moves which you should know by heart. Here is a brief description of them.



RISING KICK

Block your opponent's low attack, then as your character is rising up to his regular standing stance press RK. Hwoarang and Law can use LK just as effectively.



THROWS

Throws are great to use especially in a close quarter situation, such as after blocking Paul's Rapid Fire. The regular RP+RK/LP+LK throws are fine but for maximum damage try one of the command throws. Command throws like Heihachi's Headbutt are great as you don't move away as you input the command.

UPPERCUT

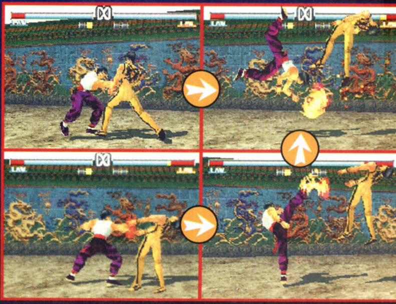
Counter with an uppercut (down towards+RP), then dish out more damage with a juggle/float combo. With some characters, a normal hit uppercut isn't a juggler but after a counter hit the opportunity is all yours. Never waste it.

There are more counter moves which are better, however these are character specific. Experiment to find which one is best for your character.

THE ADVANTAGES OF USING REAL COMBOS

10-Hit strings look great but they all have guard points (an opportunity where your opponent can block or counter). This is where juggles and floats have their advantages – once they've started, your opponent will definitely suffer. For example, let's take Law's 10-Hit string No.2, and one of his juggles.

Law #1 copped the first few hits but it's OK as the fourth hits the guard point. This could be the opportunity Law #1 needs...



... He's got out of the 10-Hit, and countered with a juggle. Law #2's not going to get out of this one. Seven hits guaranteed!



ON FLOORED OPPONENTS AND BEING FLOORED

What to do if you've caught someone with a great juggle, and wish to add a few extra hits when your opponent is floored. Or if you're on the wrong end of this situation, and you need to get up safely. There are a few tactics that are shared by all, and some that are character specific.



TACKLE/STOMP: OFFENSIVE
After you've sent your opponent flying half way across the arena, dash towards him. If he tries to get up, your fighter will automatically shoulder charge!



SHIN KICKS (down+RK/LK): Offensive
While your opponent is on the floor, get them with a shin kick!

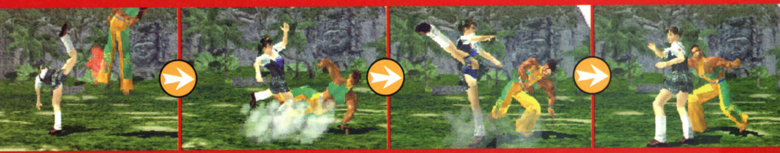


TACKLE/STOMP: DEFENSIVE
Press LP to roll out of the way or down +LP/RP for a toe kick. Whatever you do, do NOT roll backwards if he's dashing towards you!



SHIN KICKS (down+RK/LK): DEFENSIVE
Press LK or RK to counter, flooring them in the process.

THE ART OF LANDING PROPERLY (AKA TECH ROLLS)
After You've been juggled, you really don't won't to leave yourself open for a float – especially from the likes of Paul. As you're about to hit the ground press RP+LP to make your character stand up immediately.



It looks like Eddy's going to get a portion of Xiaoyu's 'Mistrust' (an infuriating back-heel kick)... but he's tech rolled out of the way. which puts an end to the girl's dream of a float combo.

SUPER DEFENCE – THE CROSS CHOP COMBO
This is a great way to turn the tables. Should your opponent get hit by a Cross Chop, he'll be eating dirt. If he blocks, immediately press LP, or in Law and Hwoarang's case LK, to float him. Follow this up with a short juggle. To perform a Cross Chop press towards x3+RP+LP while lying down.



Hwoarang blocked Jin's Cross Chop, but he's set himself up for something much worse. His pride will be hurting more than his jaw.





CHARACTER SPECIFIC MOVES
Most low to mid, and some mid attacks, can be used to re-floor opponents. Try Paul's Rápid Fire, or Bryan's Leg Slicer for starters. Again, experiment to see what works for your character.

STUN COMBOS

Stun combos are when the first hit of the combo scores as a counter. They are usually more damaging than a regular combo.

OFFENSIVE

Paul's Stun elbow would usually knock the opponent into the air, but not if it's a counter strike. Ogre's energy will be almost nothing after this.

DEFENSIVE

If your character becomes stunned, push towards the opponent to make him snap out of it double quick.



King just copped Paul's Stun Elbow... but he's OK!

CROUCH DASH OPTIONS

Fighters with a Crouch Dash technique have three great advantages over those with just a normal dash:

1. They cover more ground in shorter time
2. They can avoid being hit by a high attack
3. They may use any move at the end of a dash



Look out, here comes a Dragon Uppercut. Kuma blocks... but it was all a disguise for a throw by Jin. Surprise!

The Crouch Dash is divided into two categories – the Destructive Fist crouch dash (Nina, Anna, Bryan, Paul), and the 'Dragon Punch' group (Hwoarang, Jin, Heihachi). The Destructive Fist group can use their Crouch Dash by performing quarter circle towards. The Dragon punch group by doing towards, down, down towards on the D-pad. Neither require button presses to execute.

GENERAL FAKES

In two-player mode, 'fake' moves become indespensible to *Tekken 3*. Many fakes occur before there's an exchange of fists. Fakes differ from player to player, but there are some moves that every player of certain characters will do:



JAB

Throw a few jabs to make your opponent think you're warming up. When he dashes in to try to catch you by surprise, say goodbye!



CROUCHING DASH

Use one or two Phoenix Smashers or other long range move in succession, then use the crouching dash with a throw. Many players will try for a reversal after the second or the third attempt, so the chances of you succeeding are high.



HIT ME NOW WHEN I'M NOT LOOKING

Face your back to your opponent. As he dashes in to take advantage press up +RK to start a juggle. Every fighter can initiate a juggle with this method, but it requires concentration to anticipate. Be careful!

BACK DASH FAKE



If your opponent has the habit of following you around, try executing a 'command throw' straight after you've taken a step back. This works well with characters like King and Nina, because of their reach and speed respectively.

SIDE STEP

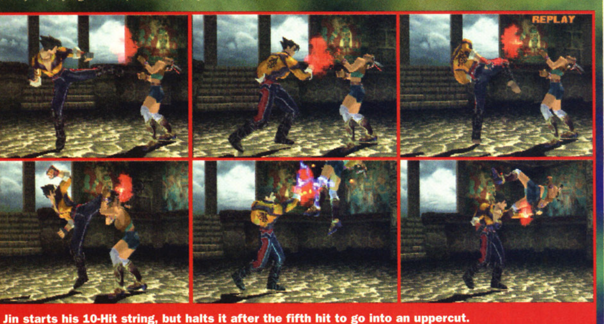
Side stepping is a great way to evade attacks, and to begin some of the most unexpected ones. As with reversals, anticipation is the key. The most effective use of side stepping is to block a couple of hits then dodge, or throw out a couple of hits then manoeuvre for the real thing. Side throws, enabled through side-stepping, are among the most humiliating moves in the game.



Hwoarang anticipated Yoshimitsu's attack, and has successfully side-stepped his attack to spectacular effect.

MIXING TECHNIQUES

Many skilled players use the first five hits of a string and mix them up with a multiple-hit move (Law's Junk Yard Kick) to confuse opponents. Never be dependent on just one way of attacking or you'll be caught out. Especially when you play against experienced players.



Jin starts his 10-Hit string, but halts it after the fifth hit to go into an uppercut.

PRIORITY MOVES

Moves which have priority over others – ones which cancel a technique before it happens – are great defensive options to know. There are lots of these options in Tekken 3.



THROWS

Here's a way to show how good you really are. Block Heihachi's Hammer punch and throw him before he can execute the Destructive Fist!

CROUCHING JAB





The simple crouching jabs can stop advancing high attacks like Hwoarang/Ogre's Hunting Hawk Kick, Bryan's Mach Punch, and most 10-Hit strings.

CHICKEN!

Reversals can be a pain but fret no more – they too can be reversed!!! When successfully executed, you'll hear the word, 'Chicken!'. But these 'reversal reversals' can also be reversed for a double portion of Chicken! (LP or LK attacks: press towards +LP+LK. RP or RK attacks: press towards +RP+RK. Phoenix Smasher press: up towards+RP+LP).





PRIORITY MOVES



ROLL KICK

Stop the low-hitting attackers (Lei and Eddy!) in their tracks with a Paul Phoenix roll kick. This can be used to start a juggle too.

WEIRD STUFF

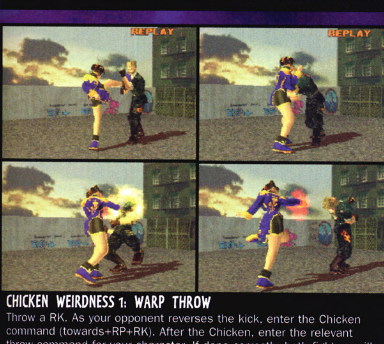
Tekken 3 is a brilliant game, though it has some curious touches. Since we couldn't place these under any other category in the guide, we put them together under 'Weird Stuff'. Enjoy!

HEIHACHI HEADBUTT REVERSALS

When Heihachi grabs you to do his #2 Headbutt throw (towards x2+RP+LP+RK), tap towards twice and keep pressing both punches to watch your character deal Heihachi some of his own medicine!



A great move to watch and to amaze your friends with. However only Paul, Lei, Jin, and Heihachi can reverse it.



CHICKEN WEIRDNESS 1: WARP THROW

Throw a RK. As your opponent reverses the kick, enter the Chicken command (towards+RP+RK). After the Chicken, enter the relevant throw command for your character. If done correctly, both fighters will be standing apart but both will go through the throw routine. WEIRD!

THIS CAN ONLY BE DONE WITH:

Law: towards x2+RK+LK
Xiaoyu: towards+RP,LP
Lei: up towards +RK+LK
Hwoarang: towards x2+LP
Kuma: towards x2+LP+RK
King: towards then half
Julia: quarter circle away then towards+RP
Paul: towards x2+RP+LP circle towards+LP
Yoshimitsu: towards+LP+LK or towards+RP+RK



CHICKEN WEIRDNESS 2: TURN AROUND STRIKE

Similar to the Warp throw. Kick using RK, and Chicken the reversal as your opponent catches the kick. Next, enter the relevant turn around strike command for your character. The opponent will turn his back when the attack strikes, allowing you to start a juggle combo. Once mastered, the turn around strike is a potent option!!

Law: down towards+LP
Xiaoyu: down towards+RK or RP
Lei: down towards+RK or RP
Hwoarang: down towards +RK or away+RK
Kuma: towards+LP
Julia: down towards+RK or RP
King: LP
Paul: down towards+LP
Eddy: LP, RP
Bryan: LP,RP or RP
Gun Jack: down +RP, LP
Yoshimitsu: down towards +RK



TRUE OGRE SNAKE THRUST ESCAPE

True Ogre has a few unblockable moves, the most annoying of which has to be the Snake Thrust. The initial blow can be blocked, but when True Ogre twitches his arm, your fighter will end up in a crumpled heap. To top it off, it can't be reversed! The key to escaping is to block the first hit, then tap up or down twice before the "twitch" comes.

YOUR JOURNEY STARTS HERE

Now it's up to you. Try to develop a style to incorporate every technique we've introduced in this guide to become a well rounded fighter. Train hard and good luck!





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Spells, swordplay and skullduggery are afoot once more. Sony's *Wild Arms* grapples with *Breath of Fire 3* for the RPG crown.



RPGs have followed the same formula since the early days of videogames – mythical creatures with awesome powers are locked away for years, only to be released by you.

But the fact remains that they can be some of the most entertaining and rewarding games around. *Wild Arms* has been out in Japan and America for some time, and has sold very well in both continents.

Now Europe is its next port of call. Whether it will have the same level of popularity over here though remains to be seen.





Different bosses have different death sequences.

THE FANTASTIC THREE

Though you're given the choice of three characters at the start of the game, in reality you have to select all of them before you can reach the deeper regions of this huge title. The idea behind that is that you have make each of them meet in order to join together, and try to save the land. Once you've completed the intro for each character, you'll be taken back to the select screen where you can opt to choose another. If you wish to change characters at any point in the game, just hit start and shuffle between the characters you wish.

RUDY
A WANDERING YOUTH

Rudy's first tool weapon is the bomb. It has an unlimited supply and is especially useful for blowing up weak walls or destroying blocked pathways. He also has the ARM power, which is basically a locking device which enables high-powered weapons to be used more effectively. The Hand Cannon is the first ARM he has.



Rudy gets the Bombs from this old guy.



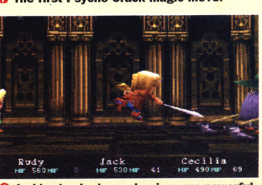
The villagers soon turn against him.

JACK
A TREASURE HUNTER

The most useful tool Jack has is Hanpan, a small rodent that he carries around with him. Once fired in a certain direction, Hanpan will trigger switches or open chests that are hard to reach or booby-trapped by touching them. Jack's Psycho Crack move also holds many spells, which you have to learn and create yourself, using the Crest Graphs.



The first Psycho Crack magic move.



Jack's standard sword swipes are powerful.

CECILIA
A GIRL FROM AN ABBEY

Cecilia is the only one to get two tool items at the start of the game, but she soon has to give them the Tear Drop up in order to save Adlehyde. However, use the Pocket Watch to turn back time and the Tear Drop (while you have it) to activate magic doors and such like. Use Magic Carrots to bump up her MP too.



Cecilia charges up her Vortex magic.



Cecilia can be cured using Revive Apple.

PIECES OF EIGHT

Just a little note on the parrots you find outside buildings in towns – they may be helpful to you during the early stages of the game. By strolling up to one and having a natter to it, you'll be given the option to either save your game or change characters. It's worth remembering just in case you need to store the game before a big fight.

In addition to that, you'll be given the option to save your game in some of the bigger underground sections. These are small symbols on the floor which will engulf you in a light beam when you walk over them and press X, giving you another chance to save your game. Saving at every opportunity is one thing you'd be wise to do in *Wild Arms*.



The Parrot may sound like a moody character, but it proves to be a vital friend if you need to save a game quickly. There is one in almost all the early towns and cities, usually outside an important building.



This is the Priest in the Church. By simply talking to him he'll cleanse your party, giving you full health and curing any diseases that you may have picked up. And, as with the Parrots, there is one in most of the towns, so it's help you can use often.

THE FORCE SURROUNDS US AND BINDS US



Counter-attacks happen randomly during fights.

During fights, your force level is another important aspect that initially you won't pay too much attention to. But it has a slight effect on the way the fight goes. Every time you attack, or are on the receiving end of a hit, your force level rises. As soon as it rises one level, your Attack and Defence Force Points will increase by 10%! So the longer a fight goes on, the more resilient and stronger you become. Should one of your characters have "Condition Green" flash up above their heads, then you should make them attack the toughest enemy as their stats will have increased a whopping 50%! Condition Green will also de-activate any abnormal effects your character has had cast upon them.







Endgame... the ultimate goal of the game is to find and destroy these four evil boss characters. Good luck!

SWORDS AND SPELLS AS STANDARD

There are a couple of ways you can develop your characters throughout the game. The main one is by earning experience points during fights. After every battle, you're given a set amount of EXP points and once you've reached a set limit, your character will move up a level. When they move up, their maximum hit points and magic points – as well as all the other stats – increase.

This enables you to get consistently stronger as the game goes on. The other way is to find items that bump up figures. Hold the triangle button over the items and it'll explain what effect they have once used. More often than not, these items will simply be increasing hit points by one or two at a time, but every little helps!







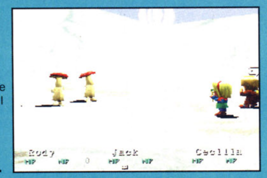


This boss character has a cool weapon (but also a very dangerous one) called the EM Laser. Six beams of laser home in on the three characters before the lightning bolts come down and maul you. It does over 100 damage, so be warned.

NOW THAT'S MAGIC!

Cecilia's main form of attack is her magic, but Jack and most of the enemy monsters have spells that they'll use against you. Cecilia has three basic forms of magic when she starts. The Heal and Fire ones speak for themselves, but Mystic is a slightly stranger spell. Once you've selected it, you're then taken into your inventory where you can pick any of your items. The spell then has an effect on whatever you use. Here is a little breakdown for you on the first batch of items you'll come across.

ITEM	SPELL CAST
Mage Staff	Shield
Prism Stick	Field
Rainbow Wand	Rainbow
Princess Rod	Soul Shield
Capuche	Analyse
Blue Ribbon	Hi-Reflect
Breeze Cape	Air Screen
Margus Robe	Suction
Shining Cape	Flash
Pret-A-Porte	Regenerate



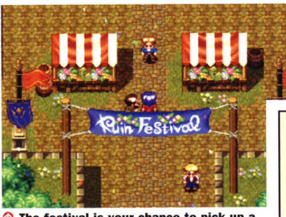
The Spark spell shown here can hit more than one enemy.



You gain the power to summon these three bosses later in the game.



Emma has made this machine especially for lifting heavy objects. like this Golem.



The festival is your chance to pick up a few extra items by playing some of the villagers' games and tests of skill.

WAR WOUNDS

It's one thing going into a fight with all guns blazing, but sometimes you may not need to do this. With a bit of quick thinking, battles can be won in a matter of seconds. Here are a few pointers you may want to remember as you play:

- Even though Pillbugs attack in groups of three or four, once you've attacked a couple of them the others will run off! Save your better attacks for harder enemies.
- Tatzelbelm aren't effected by Cecilia's magic.
- If there is a mixed group of enemies, attack the "newest" one first. For example, if you come across an enemy you haven't seen before, kill that first as they will be more powerful.
- If you're fed up with having the same battles over and over again, you can always run away. But be warned, if you're too slow the enemy will have the upper hand in the battle.



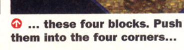




They mess with your mind I tell you! The Gods are speaking to you so take their advice.



Walk behind the statue and push the switch to bring up...



... these four blocks. Push them into the four corners...

... and a bridge will rise, enabling you to get at the door.

WILD ARMS

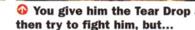
REVIEW





The Chef will show you this secret passage to escape.

Then confront Belselk, who is waiting in the town centre.



You give him the Tear Drop and then try to fight him, but...

... he is one tough cookie. And you can't kill him. For now.

A SLICE OF THE ACTION

By the time you've wandered around the festival and talked to everyone, you should have been told that a little boy is missing. The villagers will tell you that the little lad was spotted carrying a red balloon, and he was heading back to the town.

You should find him standing just above the Inn. Talk to him, and he lets go of his balloon and as it floats skywards, you notice the clouds darken and Adlehyde gets invaded! There's quite a cool bit now, where you have to run around the town searching the buildings and fields for survivors and take them with you to the castle.

But ultimately, you cannot stop the devil invasion and have to take refuge in the castle. The leader of these monsters, Belselk, demands that you give him the Tear Drop and that's where the game really starts.

Belselk is a huge-looking and pretty formidable guy, but can be beaten quite easily. Just remember that most his attacks do 100 damage points.



ALL THE FUN OF THE FAIR!

When the three of you head to Adlehyde, people will tell you about the big festival that's taking place.

Head to the East exit and you go in to see what the townsfolk are raving about. There is a selection of games you can play to win yourself prizes and items. Here are some of them. But remember – it all costs.

CHICKEN

This one is quite simple. You have to charge up to a wall at full speed and stop as close to the bricks as possible without crashing into it. The nearer you are, the better the prize.

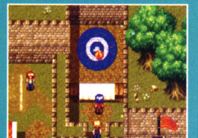




Stop as close to the wall as you can to win some prizes.

STRIKE BALL

This one's fairly easy as well. All you have to do to win something here is pick up the beach ball and throw it at the target. If it lands in the centre, the grand prize of a secret sign is all yours.



The direction the ball bounces is different after every throw!

MOLE CAPTURE

As the moles pop their heads out of the ground you have to pick them up. If you manage to get 16 or more, you get the star prize which is some Nectar. It's tougher than it looks though, as the moles are very quick.





As long as you get over 10 moles, you'll get a prize.



To get the guy in the pub to talk to you, you have to hang around until all of his other punters have left.

CVG OPINION

Wild Arms **is a strange RPG. The thing that is unusual about it is that it doesn't grab you in quickly enough to make you want to develop your characters. So even in the early stages, when the heroes are still young pups, you still get some sense of character building. The game starts at a slow pace, and having to watch each of the characters intros is a bit of a pain, but at least you get to see the real story. Having only three characters isn't too great either as I prefer to be able to make other, sometimes stronger characters join the fray. Graphically, it manages to combine old style looks of *Zelda* with something a little more up-to-date for the fight scenes. And obviously, there is a ton of stuff to do and by taking a few risks you'll discover some cool secrets and tricks, but it just didn't pull me in the same way *Breath of Fire* did.**

STEVE KEY





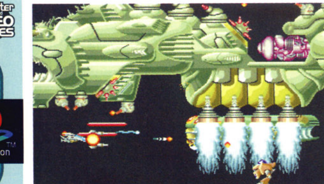
Use the Tear Drop to open this door and you can fight the boss!

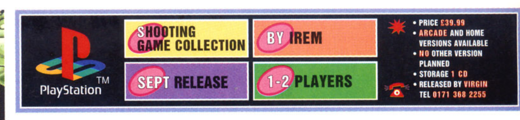
RATING






A classy piece of software, though it doesn't quite compare to the absolute best RPGs. But you'll get loads out of this if you keep at it.





If you've never played *R-Type* before, the skill lobes in your brain will be weak through lack of exercise. Try some brain surgery with Irem's *R-Types*.

R·TYPES

In the years following the birth of arcade shooting games with *Space Invaders*, not all that much happened. Graphics improved slightly and a few new features were added to the standard action, but it was the release of Irem's *R-Type* in 1987 that really got the scene going. As well as the most amazing graphics seen at the time, *R-Type* showed the world how levels should be designed – ingeniously. On top of that, it also had a weapon system that has rarely been equalled since. And now, thanks to Virgin and Irem you can experience this classic action along with its sequel on a single PlayStation CD!

R-TYPE: 1987

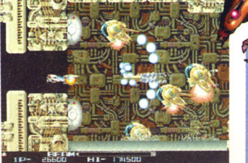
A classic. In its day, the graphics were the best ever seen but they mostly look pretty plain nowadays. The bosses are as terrifying as they ever were and it's still one of the most challenging shooters around.

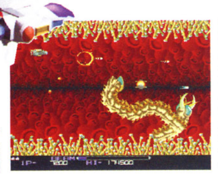


R-TYPE II: 1989

R-Type II took the original game's amazing graphics and improved on them tenfold. Moving backgrounds with multiple layers of parallax, loads of fancy effects and enormous bosses blew the gaming world away. The game itself is even harder than the original and adds plenty of excellent new enemies to waste, as well as new weapon power-ups and a new Force super shot.







BIG, BIG GUNS

The weapon system used in both *R-Types* included here is excellent. Your ship is always armed with a standard shot as well as a special shot which is charged by holding the fire button for a second or two. As you play, bonus droids jump onto the screen and reveal power-ups when destroyed. The first of these normally gives you the Force – a floating ball which can be clamped onto the front or back of your R-9 ship to work as an infinite but small shield as well as giving you extra firepower, or it can be made to float around with you, firing as it goes. There are also speed-ups and excellent weapon power-ups such as bouncing lasers, rear shots, vertical shots, missiles and so on. Collecting a power-up a second time makes it even more powerful, including making your Force twice as big!

R-Type II has a remake of the first game's classic mothership section.

Shoot the worm's segments and avoid the turd balls.

CVG OPINION

While it's easy to write off classic game compilations as a waste of time and money, the good ones give you the chance to play the very best examples of video gaming excellence. *R-Types* is one of these. Not only will the arcade-perfect conversions be great for everyone who loved the games when they were first around, but they're still impressive and a lot of fun to play today. While the graphics are pretty basic, there are still some very stylish sections, especially the bosses, and it never gets hard to see what's going on. The design of the levels and weapon system is just about perfect, providing a constant challenge which you always feel it's possible to beat with practice. Although we've had some great shooting games recently, *R-Types* still stands out as one of the very best on the PlayStation. Get it, if you think you can handle it.

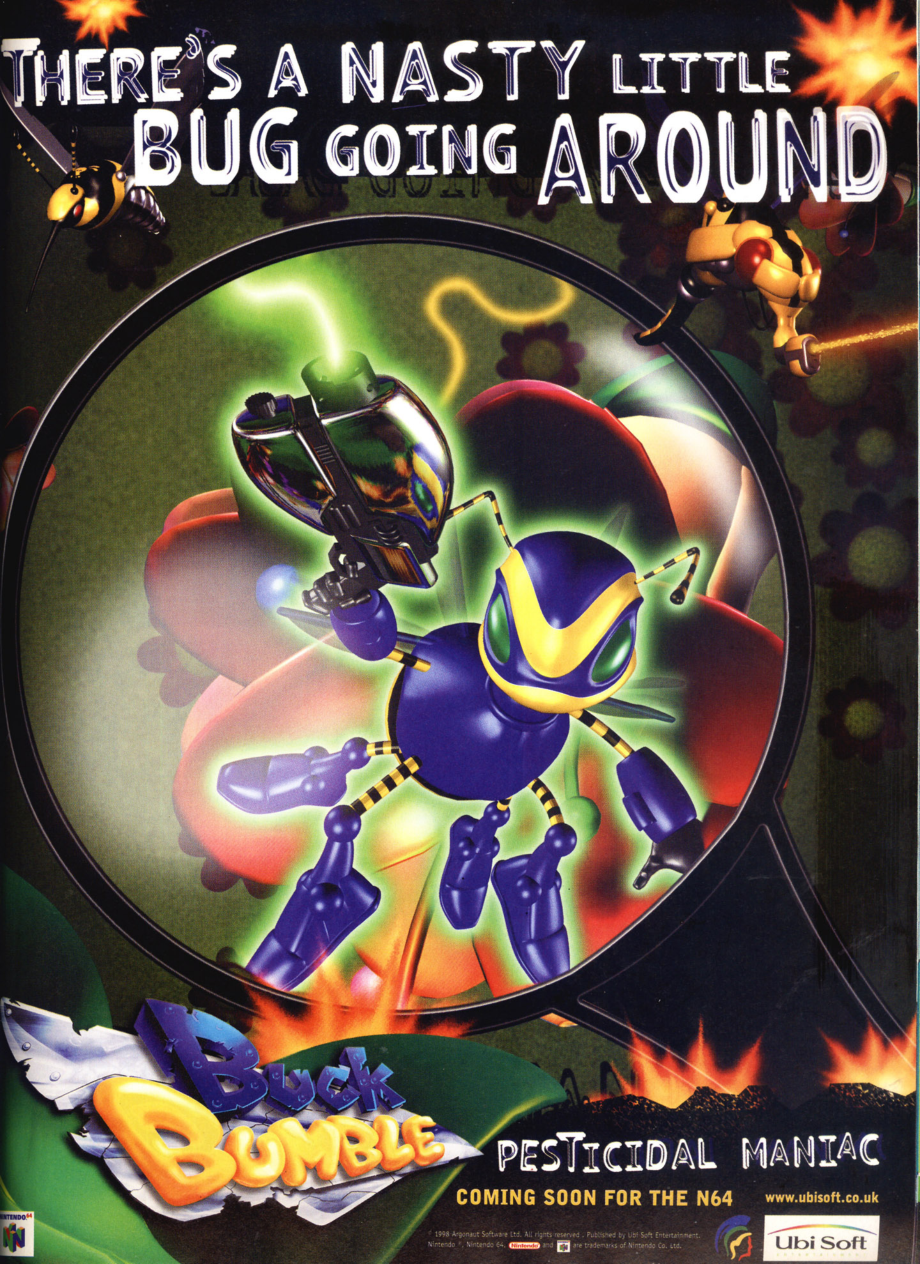
ED LOMAS

RATING





Perfect conversions of two classic shooters. Whether you're a nostalgia fan or just someone after a test of nerve, you'll love R-Types.



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A bloke wearing a blue catsuit, battling two-headed purple monsters to the rhythm of tribal drums. It's all very curious, but hardly ancient Japan.



A walk-along fighting game with fantasy overtones. Your character, a 'silent assassin' called Kurosawa, is primed with martial arts skills. These allow Kurosawa to punch or kick in all directions, and throw knives.

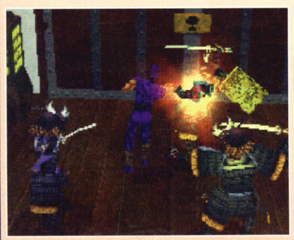
A touch of mysticism allows Kurosawa to attack by summoning elemental forces. In addition to combat, you've got moving platforms to negotiate, and razor sharp objects to avoid. It's the same old, in a new mould.

THE FIVE ANIMAL FROLICS

You only get one attack button to trigger Kurosawa's fighting moves, which get interesting after the first hit connects. If it's punches he uses, consecutive hits develop into back fists and uppercuts. Alternatively, kicks start with a roundhouse then on into spinning back-heels, etc. We had the most fun perfecting the simple, but powerful, somersault kick and spinning back-fist moves. These require a simple button/directional combination to perform.



Eliminate the enemy with one blow by using a somersault kick, though this is trickier than a standard attack.



It's good fun building easy combos with consecutive hits. But make sure you watch your back when you're surrounded.

AWESOME CHI POWER DUDE

When all else fails, or if you feel like a bang, Kurosawa has some spectacular magic attacks. These don't require any skill to perform, though you do need to go in search for magic scrolls to enable them. In fact with each new magic scroll found, Kurosawa's magic power increases. Incantations range from small explosions, to an impressive seis-





Magic scrolls advance Kurosawa's powers up to four times. At the highest level, the effects are pretty funky.

MIND THE GAP

About the treacherous terrain Kurosawa must tread. Easy stuff comprises of bridges and cliff edges. However, life gets trickier for him, with platforms which move erratically over bottomless pits, and collapsing masonry!



Don't get into the habit of falling from ledges – it's embarrassing!



CVG OPINION

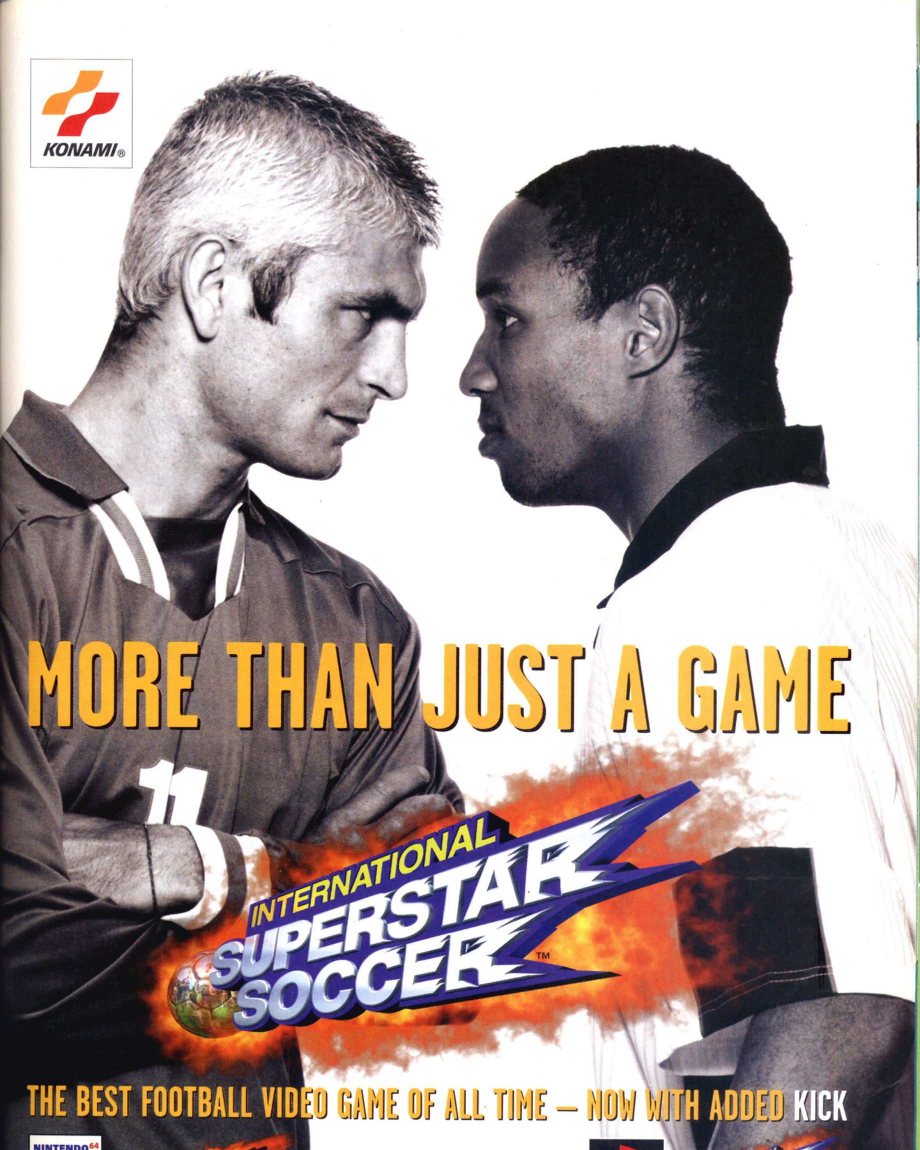
Like *Fighting Force* before it, *Ninja* doesn't live up to the hype. The action is tedious and often frustrating. Your Ninja can't swim or climb out of danger, which immediately struck me as kind of stupid. His one-button fighting techniques are obviously limited. Few of the enemies look cool, especially the bosses who look silly instead of terrifying. All the levels I could face in the game played the same – jump a few obstacles, smack the enemies, get key, open door, move on. Dull. After the first few times I 'died' I'd had enough. This is a game I wanted to like a lot, but couldn't.

PAUL DAVIES





Looks like a great game to begin with, but doesn't develop into anything special. Old-fashioned, and under-achieved gameplay.


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PlayStation
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The super hero crossover battle is now on PlayStation... without the crossover bit!



Capcom's classic World Warriors take on Marvel's super hero mutants in a tag-team tournament of epic proportions, using fantastic new team-up techniques to score enormous combos. Well, almost. After the Japanese-only release of the fantastic Saturn version of *X-Men vs Street Fighter*, Capcom revealed this cut-down version of the original arcade game. To fit the game into the PlayStation's limited memory space, the amount of animation has been reduced and the game's major feature, the two character team-up, has been removed. Let's see what's left.







Rogue can steal a special move from her opponent by giving them a kiss, then use it against them, just like this!

HELLACIOUS DOUBLE-TEAMING!

The only use for your second fighter is in the Variable Combinations – when you've got enough super energy you can make them jump onto the screen and perform their super combo at the same time as your main fighter. These are certainly the most impressive moves in the whole game.





Seeing as you never get to use your second character, you only need to pick them for their super combos. Storm's got a very handy one.

AN X-MAN VS A STREET FIGHTER

At the character select screen you pick two fighters, just as you would in the original game. The difference is that you only ever play as the first character, with the second appearing occasionally when you perform certain moves. There's no tactical switching of fighters, no letting a partner rest to regain energy, and no mad fights with enormous characters jumping on and off screen into one another. You can still do the Variable Counters, only you don't switch characters afterwards.





Cyclops's super eye beam is absolutely huge!

CVG OPINION

X-Men vs Street Fighter **isn't really all that great in the arcades – it's only held together by the excellent over-the-top graphics and the opportunity to create a tag team of your favourite fighters. Unfortunately, the PlayStation version doesn't have either of these. The graphics look good in still pictures but the animation has been slashed to make many moves single animation frames, meaning it's jerky and confusing to play. Juggernaut's got a two-frame walking animation, for example. Though there are enough speed settings to keep the game running pretty fast, there's quite a lot of slowdown which really gets in the way. In terms of gameplay, not being able to switch characters is ridiculous, and the use of a second character simply for the Variable Combos just makes the game look stupid.** ***X-Men vs Street Fighter*** **was always the weakest of Capcom's** ***Street Fighter*** **series, and a massively cut-down version won't appeal to anyone. If you're at all interested in** ***X-Men vs Street Fighter*****, spend an extra bit of money on a Saturn and an import version of the game rather than this.**

ED LOMAS

RATING






Very disappointing. Poor animation, slowdown, and the main feature missing mean a Street Fighter with very little entertainment value.



RACING GAME	BY VIVID
SEPT RELEASE	1-4 PLAYERS



- PRICE £29.99-£44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY UBI SOFT TEL 0181 944 9000



PC CD ROM

Super Computer Animal Racing Simulator. Just in case you wanted to know what it stood for. Animal vehicles racing in computer-generated race tracks. So there.



With the racing game market proving increasingly popular as the quality titles come out (*TOCA*, *Gran Turismo* and *Colin McRae*, for example) the emphasis these days seems to be on realism rather than 'comedy' racers. With that in mind, Ubi Soft are taking a bit of a gamble with this title, seeing the stiff competition they are up against. The programmers are the same people who developed *Street Racer*, so they have a fair bit of experience in this field of racing game. But have they put their knowledge to good use?

IT GOT THIS ONE IN 'NAM

One plus point *S.C.A.R.S.* has is that you have to actually play the game before you can access any of the stuff from the later levels. The grand prix mode starts you off in the lowest league of the three called the Carbon League and you have two tracks to race through, the third is just a night version of the first. You have to accumulate enough points to finish top of the league at the end of the races to progress further into the game.



There is a speed to shoot you up this hill.



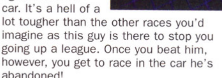


Hit the accelerate button as soon as the light turns green to give yourself a turbo start.

IT'S NOT QUITE A JAG-U-AR

There are five selectable cars to begin with, and the rest appear the better you get. At the end of the league mode, you have to compete in a challenge race which is you against a boss car. It's a hell of a lot tougher than the other races you'd imagine as this guy is there to stop you going up a league. Once you beat him, however, you get to race in the car he's abandoned!









Wait until the counter reaches two, and then fire it off to your opponent. They won't have time to fire it back either!

CVG OPINION

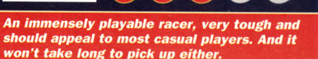
Having been blown away by the awesome *Colin McRae* and *Gran Turismo*, seeing *S.C.A.R.S.* on my 'to do' list didn't exactly have me quaking in my boots. But I'm pleasantly surprised to find that it is a cool game to play and an immensely challenging one as well. It looks OK, but the graphics don't seen to fit the style of the game, which is a shame. But ignore that fact, and your competitive nature, where you're constantly striving to pull away from an opponent comes out. The AI is another strange point. On the one hand, you have to be a really good driver to pull away from the chasing pack, but if you slip up for a lap, the top cars are uncatchable after that. If you fancy a challenge, then *S.C.A.R.S.* is something you may want to look at.

STEVE KEY

RATING







An immensely playable racer, very tough and should appeal to most casual players. And it won't take long to pick up either.



PlayStation



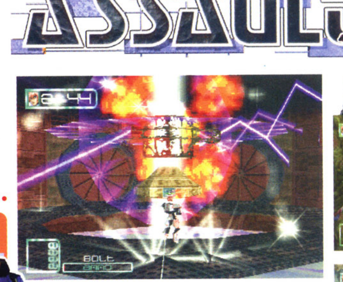
SCROLLING SHOOTER	BY CANDLELIGHT STUDIOS
SEPT RELEASE	1-2 PLAYERS

- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY TELSTAR TEL 01932 222232

Konami's PlayStation *Contra* game didn't live up to expectations. Here's Telstar's chance to claim the platform shooter as its own.

ASSAULT

Two hundred years from now, a major city has been destroyed by the impact of a giant alien ship. These alien occupants are spreading across the remnants of the city, causing chaos and terror wherever they go, and it's down to two people to save civilisation from total destruction. Sgt Reno J Washington and Major Kelly Doyle are combat experts armed with the latest hi-tech weaponry and battle suits, and it's down to you to lead them into the nightmare and destroy every little bit of alien scum you come across. Just like the old days!







ASSAULT WEAPONS

You start the game with your standard issue weapon – a big gun which fires blasts of coloured laser. There are five different guns for each character to collect throughout the game, and each one can be powered up three times to make it even more deadly. All the weapons use ammo energy which can be restored by letting the gun cool down for a moment, or by collecting an Ammo Recharge pick-up.



The info box in the bottom-left corner shows how powered-up each of your weapons are.





CVG OPINION

While *Assault* looks like a decent arcade-style shooting game based on classics like the *Contra* series, it's missing many important ingredients. Excitement, for one. Far too much of the game involves trundling along, gunning down the same old aliens, and reaching a boss isn't at all terrifying. Also, the alien drones are extremely stupid – they just run straight into you unless you jog around in a circle, in which case they chase you round and round until you decide to shoot them. They also move slightly too quickly, and having a weak weapon means that you have to just stand still and take hits – very, very annoying. The game engine is quite impressive, but there's not a single bit in the game that'll make you stop and go 'wow'. Also, the weaponry is a real let-down with no original ideas whatsoever. And the 'varied range of amazing power-ups'? A laser smart bomb. Technically *Assault* is good, but as a game it's not much fun at all.

ED LOMAS

AIN'T GOT TIME TO BLEED!

To make *Assault* even more "non-stop" than it already is, Telstar have opted for a system which hides the game's loading times. For example, as you finish one section an earthquake hits the level, making a section of road collapse. When everything stops shaking, you can carry on through the game without any kind of end-of-level screen whatsoever. It's a good idea, but sometimes your brain needs a break from non-stop death.





RATING





Looks nice, but is very dull and frustrating to play. There are much better PlayStation games to spend your money on, even at £35.

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Those of us lucky enough to own a PC not only get to play some of the coolest games first, but also get extra levels and add-ons in the form of mission discs. A similar situation is now ready to benefit the PlayStation.

Retaliation is a compilation of the *Counterstrike* and *Aftermath* mission discs that are still being played by PC *Red Alert* owners. It's no surprise that they're still at it – you get a lot of game for your money.

For starters, there are 34 incredibly tough new missions to tackle and over 100 multiplayer levels. Add to that a batch of terrifying new units, including Tesla Tanks! And some secret levels where your troops must battle giant ants!



Allied and Soviet scientists have perfected new technologies. These weapons are so devastating, the entire strategy of war will have to be re-thought.



GET YER MAPS OUT!

Just like PlayStation *Red Alert*, *Retaliation* comes on two discs, for the Allied and Soviet missions. Lend one to a friend and the game can be played by two players with the assistance of a link-up cable. The Skirmish mode now features a staggering 105 different maps, the majority of which are new. Our favourite is number 15, which is nice and simple. Keep an eye out for some of the stranger designs that are aesthetically pleasing rather than practical.



Air superiority is the key to success.



IT CAME FROM RED ALERT

The missions in *Retaliation* are *very* tough. As a reward for completing all the Allied missions, you can access the secret ant levels. These play like a cross between the movies *Starship Troopers* and *Them!* The first mission involves a jeep and four riflemen locating an abandoned base, then finding out why it was abandoned. Giant ants attack from all sides, and you must survive with limited resources. *Command & Conquer* doesn't get any tougher than this.



Kill ants in a secret level!

REVIEW

THE MAGNIFICENT SEVEN

There are seven new units for you to get to grips with. Some are extremely powerful. When you see an enemy sending a fleet of these your way, you know you're in trouble.



Tesla tanks are devastating in attack, providing they're well defended.



There it goes, where it pops up nobody knows. A deadly weapon.

CHRONOTANK
Range: Medium
Armour: Light
Weapon: Heat-Seeking Missiles
The latest advance in allied technology. When fully charged these tanks can chronoshift to anywhere on the battlefield. Its missiles are accurate and fast. Unlike the regular Chronosphere ability, a ChronoTank will not automatically return to its pre-shift location.



Tesla tanks can form a powerful defence. Nothing will get through here.

TESLA TANK
Range: Long
Armour: Light
Weapon: Lightning Discharge
A portable Tesla coil. With its long range and powerful discharge, the tank is effective in offensive and defensive roles. If your base is suffering from low power these are the defensive solution. As an added bonus the electrical discharge also jams enemy radar.









FIELD MECHANIC
Range: Short
Armour: None
Weapon: Socket Wrench
This member of the Allied troop is extremely important and you'd better keep him safe. The Field Mechanic can repair damaged vehicles in the battlefield, but he's an easy target for the enemy. They operate just like a field medic, and take time to repair a unit back to full strength.



MISSILE SUB
Range: Long
Armour: Light
Weapon: Missile Salvo
The Soviets have developed this new sub to cover for their lack of a navy first-strike capability. These subs can launch attacks on inland targets, and the payload is nearly as powerful as the dreaded Allied Cruiser. They have the advantage of surfacing and submerging before the enemy knows what hit them.

The Missile Sub can submerge quickly after attacking ground troops. Unfair.

M.A.D. TANK
Range: Extreme
Armour: Heavy
Weapon: Harmonic Shock Wave
Mutually Assured Destruction Tank is a final solution weapon. Once activated, it builds up a powerful shock wave. When charged, the detonation destroys the tank and damages everything within a large radius. Infantry are not affected by the shock wave. If destroyed before detonation, effect is neutralised.

The M.A.D. Tank fires Harmonic Shock Waves that damage everything within its area.

SHOCK TROOPER
Range: Short
Armour: None
Weapon: Lightning discharge
The Soviets have found a new use for Tesla's invention. Although slow, these units can deliver large jolts of electricity, thanks to the portable Tesla generators they carry on their backs. As an added advantage, they cannot be run over by enemy vehicles.

Combine harvesters are no match for this troop and their lightning discharges.

DEMOLITION TRUCK
Range: N/A
Armour: Light
Weapon: Atomic Bomb
These drone units are nukes on wheels. They are triggered to detonate on impact or destruction and can be targeted on any unit or structure. Don't leave them parked in your base, they are extremely vulnerable to attack.

Park your Demolition Truck away from the base. The traffic wardens are everywhere!

CVG OPINION

If you've been playing *Red Alert* since Christmas, and still play it, this game is for you. The toughest *C&C* missions ever seen. The skirmish mode has almost doubled in size, and the new units mean you'll need new strategies to survive. Get this, and you'll still be playing well into next year.

ALEX HUHTALA

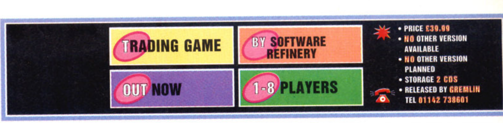
RATING






Retaliation is one hell of a tough game. If you think you've mastered Red Alert, get this and you'll have to think again.





Live an alternative life on a distant moon in a different time zone, where you can do whatever you want, whenever you like. Just don't mess with the police...

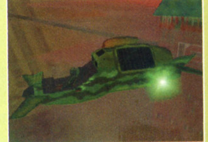
HARDWAR

the future is greedy

The location is Titan, Saturn's largest moon, where humans have been living in isolation from Earth for many years. The only source of power is sunlight, and everything runs on energy captured from the sun via solar panels during the short daylight hours. As such, the architecture and design of the cities is very unusual, and the coloured haze which fills the air almost constantly gives the scenery a quite bizarre look. The idea of the game is simply to survive and maybe even fulfil the dream of most of the occupants of Titan – to get off the moon. You can live your life almost any way you want in *Hardwar*, starting with your initial choice of occupation...

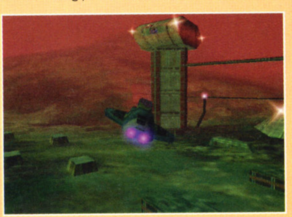
TRADING PLACES

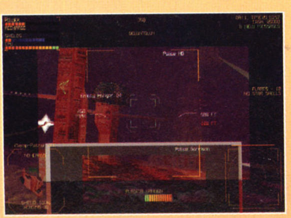
As you start the game you're given the choice of three different lives – Trader, Aggressor, or Scavenger – each of which starts you in a different location on the moon, with slightly different ship upgrades. As a Trader you need to earn money by buying and selling whatever you can get your hands on, beginning with tiny amounts of ore. As an Aggressor you have a few extra weapons which you have to upgrade and use to threaten and destroy whoever you can, while as a Scavenger you simply go around scrounging whatever you can get your hands on. We recommend starting as a Trader to get used to the moon's laws and layout until you have enough cash to upgrade your Moth and do whatever you want.



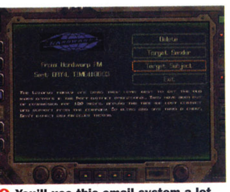
INNER CITY LIFE

Each class of character starts the game with the same type of Moth (the small ships on Titan are called Moths because of the way they use the light) with slightly different capabilities. For example, an Aggressor's ship has extra weapons, and a Trader's has more storage space. There are plenty of other people flying around the cityscapes, each going about their own business. Some are regular civilians, some are members of rival gangs, and there are even taxis which you can call should your Moth run out of power. There's even a monorail system running through Titan's craters, adding to the already convincing sense of being part of a massive futuristic city.





This is the kind of settlement you can expect.



You'll use this email system a lot.





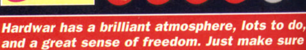
Buy a hangar so you've got somewhere safe to hide if you're in trouble.

CVG OPINION

***Hardwar*'s got a lot in common with *Elite* and its more recent sequels, in that you're practically left to your own devices as you play. You're expected to undertake certain missions, but they're certainly not essential – as you're told. The first things you do aren't very exciting at all, and involve lots of slow flying from one place to another, only to look at a load of computer screens again. But after a while everything falls into place and gets a lot more interesting. The graphics are excellent, and even though there's an enormous amount of fogging, it adds to the atmosphere in most places. The style of the game is also great, with well-thought out city plans plus cool logos and designs all over the place (done by Designer's Republic). The ships are very manoeuvrable and, although docking can be tricky to begin with, it's possible to fly in between the buildings with ease. If you've ever tried a game of this style and not been able to get past the initial confusion and constant travelling from one place to another then you're not likely to enjoy *Hardwar*. *Elite*-style trading fans looking for something other than just deep space will go mental for it.** ED LOMAS

RATING





Hardwar has a brilliant atmosphere, lots to do, and a great sense of freedom. Just make sure you can put up with the first few slow hours.


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SAINT & KEYSIE


Football tips from CVG's footy experts!



EIDOS DOUBLE BILL FOR CHRISTMAS SHOWDOWN!

'99 WLS WORLD LEAGUE SOCCER

Football is back, England are playing again and we can forget all about those dodgy friendlies in Rushden & Diamonds. And it's now that we look ahead to possibly the biggest line-up of football games in a long time. It's going to be a football packed couple of months!

***Championship Manager 3* and *World League Soccer '99* are two of Eidos's biggest titles of the year, and we've got first shots of both of them! The two games, both of which are due for a pre-Christmas release, are part of a football frenzy this festive season.**

With *ISS* and *FIFA* gearing up big launches too, there's going to be a big battle for top spot. *Championship Manager* is already established as one of the best football management games around, and this third game should prove to be the greatest so far. It'll obviously have all the updates for the new season, with the new foreign legion at Chelsea and the same old gaggle of chud you get at White Hart Lane, but the entire operating system is different.

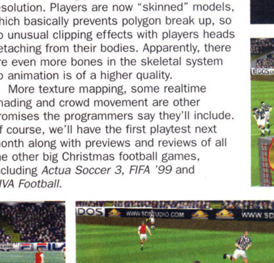
It now has a much more Windows feel to it with the in-game options and stuff like transfer selections appearing through pop up displays, to enable you to breeze through the standard menus with much more ease than before.

As for *WLS '99*, it'll still have the same gameplay style that made the first one so playable, but will be complimented by a host of other graphical touches.

SKINNED

The first thing you notice is the higher resolution. Players are now "skinned" models, which basically prevents polygon break up, so no unusual clipping effects with players heads detaching from their bodies. Apparently, there are even more bones in the skeletal system so animation is of a higher quality.

More texture mapping, some realtime shading and crowd movement are other promises the programmers say they'll include. Of course, we'll have the first playtest next month along with previews and reviews of all the other big Christmas football games, including *Actua Soccer 3*, *FIFA '99* and *VIVA Football*.









The Newcastle players have just heard that they all need to take a linguistics course to understand Kenny Dalgleish.

As you can see from these pictures, the players look far more solid and realistic in this new version of *WLS*.



ULTIMATE SOCCER MANAGER '98 — THE BARGAIN BUYS

If you've been playing this game and are stuck on who to buy in the close season, let us pick a few bargain players for you. Some are more expensive than others, but snap them up and you'll reap the rewards. If you're playing as a Premier League club, do a spring clean. Get rid of the under-achievers at your club and start replacing them with this bunch. If you don't believe us, this lot transformed Coventry City under our leadership and were the first team in history to do the quadruple!

If you want to watch young players blossom into world stars, then search for these at the start of the game.

Chiba Caiznos	Attacking Defender free at start of game
Charlie Herrera	Striker free at start of game
Mick Houghton	Defender free at start of game

Remember Croatian and Yugoslavian players are usually cheap and very good, Monaco has a lot of talent that don't mind leaving the club and Dwight Yorke is worth about six million, no more, but he'll bang in the goals like he's worth £20 million!

PLAYER	POSITION	CLUB	PRICE
Mickaël Landreau	**Goalkeeper**	**Nantes**	**Free after a season**
A very young keeper and with training soon becomes unbeatable.			
Ludovic Giuly	**Attacking Midfielder Centre**	**Monaco**	**£3.5 million**
If you can't get Patrick Viera, get the younger equivalent.			
Simon Donnelly	**Attacking Midfielder Right**	**Celtic**	**£2.5 million**
Cheap for his talents and lots of playing years left.			
Marco Pantelic	**Striker**	**Paris SG**	**£2.3 million**
Useful backup youngster, for when your main men are out injured.			
Celestine Babayaro	**Attacking Defender Left**	**Anderlecht**	**£2.2 million**
Lots of time to develop, and very good to start.			
Vladimir Jugovic	**Midfielder**	**Lazio**	**£7 million**
Unlike a lot of players, this one's worth the money.			
Philippe Léonard	**Attacking Defender Right**	**Monaco**	**£4 million**
Very strong defender, worth the investment.			
Lius Ivan Zamorano	**Striker**	**Inter**	**£2 million**
Ronaldo's strike partner. Cheap to start, but watch that price tag skyrocket.			
Phillipe Christanval	**Central Defender**	**Monaco**	**£2 million**
Will last well into the new millennium, a rock for your defence.			
Christian Timm	**Right Midfielder**	**Borussia Dortmund**	**£3-6 million**
Expensive for such a young player, but you'll find out why.			
If you're stumped for cash, but need some quick cover go for this trio.			
John Curtis	**Right Defender**	**Man Utd.**	**£500 k**
Won't get a game for the reds, but is a useful understudy.			
Alex Manninger	**Goalkeeper**	**Arsenal**	**£600 k**
His ratings don't do him justice. Time to develop, and a safe pair of hands.			
Clayton Billing	**Midfielder**	**Fulham**	**£50 k**
More of an investment. Keep him on the books for a few years, and then make a huge profit.			

FACE THE FACTS

Not one, not two, but three (oh yes) look-a-likes this month. Can you tell which is the real game picture and which is our clever mock up?





Look at the Everton 'keepers hands! It's no wonder they let so many goals in.

Buy buy buy! USM made even easier!

SPOT THE BALL!

Remember, find the CVG football somewhere in the mag (but not in Saint and Keysie) and you could win yourself some football related goodies. We'll have issue **#202's** winner next month, if you can contain yourself for that long. **Mark your entries the Spot the Ball #203 please.** Thank you.

Games League

Vote for your top 10 football games. As the reader charts start to pile in, we get a fairer ndication of what you really play. Keep them coming!

Pos.	Title	Format	Price	Rating
1	**World Cup '98**	**PS, N64, PC**	**£44.99, £59.99, £34.99**	**4/5**
2	ISS Pro: Platinum	PS	£19.99	5/5
3	Actua Soccer 2	PS, PC	£39.99, £34.99	4/5
4	Premier Manager '98	PS	£44.99	5/5
5	World League Soccer	PS, SAT, PC	£44.99, £34.99 (PC)	4/5
6	ISS 64	N64	£34.99	5/5
7	Worldwide Soccer '97	SAT	£34.99	N/A
8	Championship Manager '97-98	PC	£29.99	N/A
9	Road to World Cup	PS, N64, PC	£44.99, £64.99, £34.99	2/5
10	Sensible Soccer '98	PC	£34.99	4/5

All compo entries, tips and general football blab should be sent to this address:

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Konami introduce their latest and possibly greatest *ISS* game to date. Fact: Football games don't get much better than this.

ISS PRO '98

International Superstar Soccer Pro '98 is the finest football game we have ever played. It's the only game you will consistently find in the CVG PlayStation and, quite frankly, no other football game comes close.

Unlike *FIFA* and many football management games, *ISS* has continued to grow in stature through a number of minor updates. There is not much more we can say in favour of this game other than 'buy it'.

Loyal fans of *ISS* who are already familiar with the basic game might find this review highlights some things they already know. But if you've never played it, pull on your Predators and join the CVG training session.



There you go Batty, that is a goal and a net. Now if only you could have worked that out on that fateful night in France. Are you watching Ince?

THE CHEESEBOARD

Why should we save some of our classic goals for next month when we can bring you the cream of the crop now? Check out the method each team member most often uses to score a goal.

THE KEY

The originator of these very pages brings this scoring method into the fray. One good through-ball sees the defender lagging, and the striker bearing down on goal with only the 'keeper to beat. At this point, you should make the attacker run at normal pace and when the goalie comes to try and grab the ball from your feet, hit the run fast button, change your direction ever so slightly and tap the ball into the empty net.



In goes Jarni for Croatia and out comes the 'keeper...



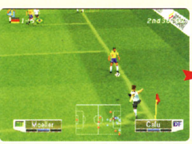
... and down goes the hapless goalie, leaving Jarni with...



... an easy tap in. The defenders are powerless and it's 3-0!

THE HUHTALA

This goal only comes off when Alex is having one of his good days. His Croatian machine is rolling, and he wins a corner. Following the cry of 'pick this out!' he waits until an attacker is standing on the far edge of the six yard box before pumping a cross using the circle button towards him. Then, as he whacks the shoot button and aims back across the goal towards the near post header nestles in the net. Git.



It's Moeller with the corner for our old friends the Germans...



... which is met powerfully by the excellent Bierhoff...



... and Aldair can do nothing as the ball sails into the net.

THE CORMACK

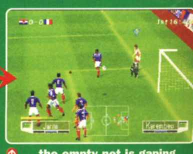
Tony is another hot and cold player in the office. When he gets it right he can be a match for anyone, and this goal is one of his favourites. Using the through ball to good effect, he slots the pass to the rushing wide man. He evades the tackle from the defender, and heads towards the goal along the goal-line. He then passes it back to the attacker who taps it in.



Again it's Jarni in the mixer...



... and he cuts it back where...



... the empty net is gaping.

THIS IS ROBERTO CARLOS TERRITORY

Free Kicks have been tweaked in this version too, making it really difficult to score from them, but when they come off it gives you a great deal of satisfaction. The most important point to remember when taking these kicks is that the direction you press on the pad will make a difference. Hold up and the kick becomes more powerful, which is better for long-range attempts. Hold down on the pad as the kick is taken and the ball will dip a lot more. This is better for shorter kicks, about 20 yards out. One other factor is the strength of the shot. NEVER use a full power shot, because it always goes over the bar no matter how far out you are. Between 60 and 75% power is perfect, and will keep the shot on target and either force the goalie into a save or notch another goal for you.





The kick sails past the goal-keeper's arms and into the net!

World Cup winner Zidane lines up a free kick in the All Star Game.

FANCY FOOTWORK

There are some excellent moves that can be easy used in matches if you know how, and that's what we're about to show you now. They may look like obvious tricks, but once they become second nature – your own game will benefit from it. Have a look at these winning techniques and see how many you think are worth remembering.

CROSSING

There are three types of cross that work from set plays or during a move. By hitting circle, the ball will be lifted into the box for the attacker to run onto, and volley of head into the net. Double tapping the cross button will send a medium height centre into the danger zone, while a triple tap keeps the ball virtually on the deck and it whizzes into the six yard box.

ONE-TWOS

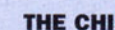
Using the standard X button for passes is fine, but for those really delicate interchanges you'll need something more reliable, which is where this pass comes in. If, when you hit the X button to pass to an opponent, you hold L1 as well, this will make the receiver of the pass lay it back into the path of the original instigator of the move. This move can split defences in two.

CURVING SHOTS

This isn't as easy as simply moving the D-Pad in the direction you want the shot to swerve in. Once you've charged up the shot, and the power meter is still displayed on screen, hit the circle button to make the ball swerve in a direction. The angle the ball swerves at depends on which foot the player taking the free kick or shot kicks with.

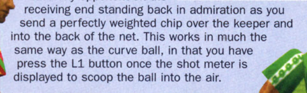






THE CHIP

Possibly the best move in the game, this one will have any opponent on the receiving end standing back in admiration as you send a perfectly weighted chip over the keeper and into the back of the net. This works in much the same way as the curve ball, in that you have press the L1 button once the shot meter is displayed to scoop the ball into the air.







CVG OPINION

Ever since we had the Japanese version of *J-League Winning Eleven 3* in the office (that's what *ISS* is called in Japan) we haven't been able to put it down – lunchtimes, a quick game at the end of the day, and even quick matches during the day. *J-League* was the most played game in the office. Then we got the British version in, and it's been made even better! Some cheesy moves have been removed, the keepers are harder to beat, and even the players have had new animations and passing movements. Everything about *ISS Pro '98* oozes quality. We even went as far as changing all the players' names back to the proper spellings, because we wanted to see Scholes and Shearer link up for England rather that Shales and Shorer. You simply have to trust me when I say that I am the biggest football fan in the office and nothing has impressed me as much as ISS. It is definitely the best football game ever. One-nil to the Kon-arm-eeee and all that.

STEVE KEY



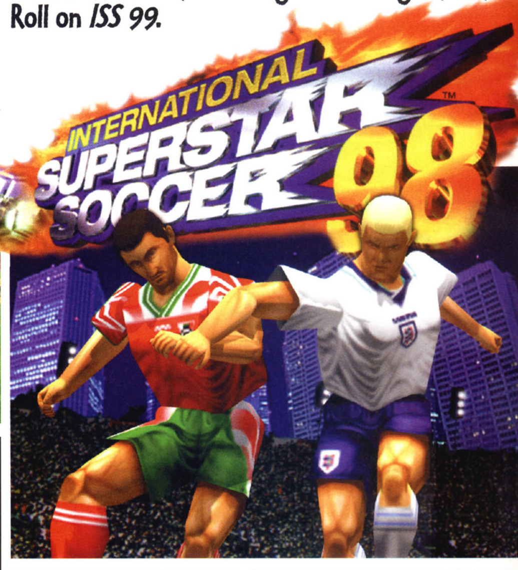
If you love football, ISS Pro '98 will have you foaming at the mouth. It's so much fun to play, you won't want to bother with the real thing!



NINTENDO64	FOOTBALL SIM	BY KONAMI	• PRICE £59.99 • MULTIFORMAT PREDECESSORS AVAILABLE • PS VERSION COMPLETE • STORAGE 128MB CART
	SEPT RELEASE	1-4 PLAYERS	• PUBLISHED BY KONAMI • TEL: 01895 853 000

Konami attempt to re-create the glory of its first N64 title. But, to our disappointment, *ISS 98* is unlikely to bring back the glory days. Roll on *ISS 99*.

The first *ISS* on the Nintendo was the finest football game of its time. Its mix of superb animation and easy to get into gameplay made it a winner with fans and novices alike. However, these elements seem to be missing from this N64 version. Whereas the PlayStation version was made better than both the first game and even the Japanese counterpart, the N64 version seems to be a rush job and has disappointed most of us who've played it.





CHEESY FREE KICKS

There is a trick you can use when taking free kicks which, depending on the position of the foul, will get you a goal every time. Win the foul so you get a set piece on any side of the 18-yard box, but NOT in front. And follow these steps to put the ball in the onion bag.







The striker always gets to the kick first, leaving the goalie stranded.

Just a quick swivel and the slide tackle is evaded.

Far post header, one-nil to the Argies!





CVG OPINION

ISS 64 **was my favourite football game of all time. It had me running for the N64 at lunchtime for a couple of quick matches. But how the tides have turned. All the fun and enjoyment you got from the first game is lost in this one. Players seem to skate around the pitch rather than run, and it's virtually impossible to take people on because they're always alongside you. Passing is not good either as it doesn't seem to recognise the fact that there is another person standing in front of you like *Pro '98* does, and just whacks it at them. Through balls don't work as well as in other games either. A huge, huge disappointment.**

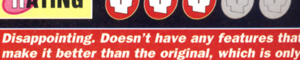
STEVE KEY











Disappointing. Doesn't have any features that make it better than the original, which is only £35. So the choice is not that difficult.





FOOTBALL SIM | BY GREMLIN | WINTER RELEASE | 1-8 PLAYER

- MULTIFORMAT PREDECESSORS AVAILABLE
- PS VERSION PLANNED
- STORAGE 1 CD

- PUBLISHED BY GREMLIN
- TEL: 0114 263 9900



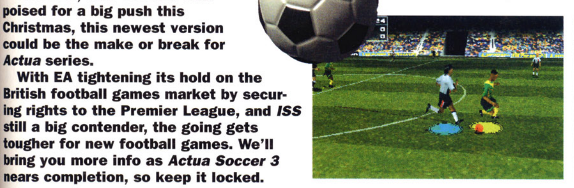
After the teaser shots last month, we now have a gaggle to show you as the first concrete *Actua Soccer 3* info filters through.

ACTUA SOCCER 3

Gremlin are on a bit of a roll. Their summer sales of games like *Premier Manager* and *Actua Soccer 2* caused them to top a monthly sales chart for July.

However, with *ISS* and *FIFA* poised for a big push this Christmas, this newest version could be the make or break for *Actua* series.

With EA tightening its hold on the British football games market by securing rights to the Premier League, and *ISS* still a big contender, the going gets tougher for new football games. We'll bring you more info as *Actua Soccer 3* nears completion, so keep it locked.



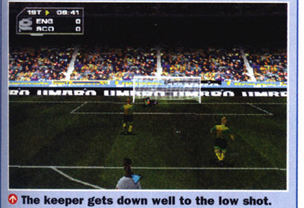






Y-M-C-AI

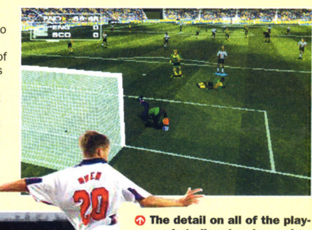
The artificial intelligence (AI) in any football game is of vital importance. If players don't make intelligent runs off the ball, there is no way you're going to get the same effect of realism. The team behind *Actua 3* have gone to great lengths to ensure that everything runs as you would expect. The players' awareness of what's going on around them and their positional sense has been improved as well, so they get out of the way if you run at them with the ball!



The keeper gets down well to the low shot.

MORE TEAMS THAN LEE CHAPMAN!

With the World Cup done and dusted now, there is no reason for the programmers at Gremlin to be worrying about including national teams into this version of *Actua*. The Premiership season is in full swing and we want domestic teams. And that's what we've got – 450 of them in fact, from leagues spanning the entire globe. They've also gone to town by including 30 of the best stadiums from around the world including Wembley and the Nou Camp.



The detail on all of the players and stadium has been significantly enhanced. The skid marks are still there though.

There are 10 superstar players who have been given individual looks.



Good, even at 50% complete.





THREE'S A CROWD?

We'll bring you our first proper playtest of *Actua* next month, as we're finally going to get our mitts on the game. Then we will be able to bring more on this exciting new release.








TOCA TOURING CAR CHAMPIONSHIP





RACING GAME
OUT NOW
BY CODEMASTERS
1-2 PLAYERS

Last Christmas's best-selling racing game is now available on the budget Platinum range. As well as cutting the price to just £20, Codemasters have also added Dual Shock compatibility, a feature which works very well. The vibrations give you a better feel for the way the car is handling, plus you can really feel it shake when you put a wheel onto the rumble strips or bash into the other drivers. Since *Colin McRae Rally* uses an upgraded version of *TOCA*'s game engine, the graphics look a little outdated, though they're still certainly good enough to draw you right in. But as we've said before, the important thing is that *TOCA Touring Car* plays brilliantly. The handling is fantastic, and the races are as fast and exciting as you can get – all for under 20 pounds! A real bargain. **ED LOMAS**

- PRICE £19.99
- FULL-PRICE VERSION AVAILABLE
- PLAYSTATION SEQUEL PLANNED
- STORAGE 1 CD
- PUBLISHED BY CODEMASTERS
- TEL 01926 814 132

The graphics are slightly out of date, but the gameplay is still great. And at £20, it's a bargain!





VIRTUAL CHESS



STRATEGY GAME
OUT NOW
BY TITUS
1-4 PLAYERS

The ancient strategy game makes a debut on the N64, though it's not as accessible to beginners as it could have been. For would-be grandmasters though, *Virtual Chess* has a comprehensive tutorial which will take years complete. The game's pretty graphics and silly animation sequences might keep novices entertained for a while, and a powerful processor with 14 skill levels can stress any chess fan looking for a challenge. You have the option to play in crusty-TV-style 2D or Nintendo-style 3D, against the computer or one or more friends. *Virtual Chess* enables four players to take part at the same time so you could challenge three of your friends at once. This is definitely better than getting one of those old-fashioned electronic chess sets, but for £50 you'd be much better off getting a real chess set. **ABDUL MONTAQIM**

- PRICE £49.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- PUBLISHED BY NINTENDO
- TEL 01703 653 377



This is as exciting as *Virtual Chess* gets, and the animation sequences aren't much better.



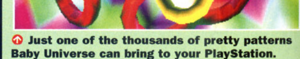

BABY UNIVERSE



KALEIDOSCOPE
OUT NOW
BY SONY
1 PLAYER

When the PlayStation was first released in the UK, it came complete with a demo disc which included a program called V-CD, a clever little program that put swirling 3D patterns to your music CDs. *Baby Universe* is similar in some ways, only the graphics don't react automatically to the music. Instead of that, you press the buttons to move things around, change the colours, the swirling patterns, edit the shape of the 3D items, and so on. It's fun for half an hour or so, but after that you'll realise that there's not much going on, put it down and not pick it up again. In fact, the only bit you're likely to use again is the record function – you can record light patterns, then play them back to your music. *Baby Universe* may have started out as a good idea, but there's not enough to it to make it really worthwhile. **ED LOMAS**

- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600



Just one of the thousands of pretty patterns Baby Universe can bring to your PlayStation.

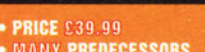



MADDEN NFL




SPORTS SIM
OUT NOW
BY EA SPORTS
1-4 PLAYERS

There's only one name in American football video games – John Madden. The chubby expert has put his name to a series of games which has been running for eight years now. The games haven't consistently got better over time, but the introduction sequences have certainly got more and more ridiculous – *Madden NFL '99* ends with a football player absorbing bolts of lightning, then exploding! Fantastic. The game itself is in full 3D now, with motion-captured players replacing the original blocky sprite characters, and for the most part it makes the game look a lot better. The new presentation's not all that great, and picking a play is more fiddly than before. It's all easy enough to play and has masses of features for true fans, but it's not the best of the *Madden* series. Try and get hold of *Madden NFL '97* nice and cheap somewhere instead. **ED LOMAS**



- PRICE £39.99
- MANY PREDECESSORS AVAILABLE
- UK VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549 442



42-96-69 hup! All the fun of American football, brought to you by big bolts of lightning.







F1 WORLD GRAN PRIX

Paradigm, makers of *Pilotwings 64* and now *F1 World Grand Prix*, are simulation experts – they've made military simulators before, so they know their stuff. You can see this in the graphics of *F1 WGP*, which are some of the very best seen on N64 – far better than any PlayStation Formula 1 game. Everything's sharp and detailed, the pop-up's very subtle, and weather effects are great. The problem is that it plays strangely. The cars feel completely unrealistic – they seem to turn on the spot rather than steering around corners. And if you don't brake, you're likely to run off a corner. But pressing the brake makes you stop immediately and go into a bizarre skid. The cars are also very bouncy, so shunts make you bounce from one bit of wall into another, then back again! Weird. F1 WGP looks fantastic, but the poor game physics make it confusing and dull. **ED LOMAS**

- RACING GAME
- OUT NOW
- BY PARADIGM
- 1 PLAYER

- **PRICE** £49.99
- **NO OTHER VERSION AVAILABLE**
- **NO OTHER VERSION PLANNED**
- **STORAGE** 128 MEG CART
- **PUBLISHED BY** THE GAMES
- **TEL** 01703 653 377



The realistic visuals almost make you forget about the strange things that happen in the game.





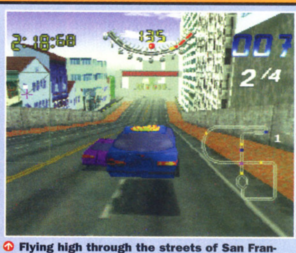



SAN FRANCISCO RUSH

As if the arcade original and N64 conversions of this game weren't bad enough, PlayStation *San Francisco Rush* can boast new lows for Midway. This racing game takes place across six tracks taking in the sights of photogenic San Francisco. The famous hilly streets mean your car will spend as much time in the air as on the tarmac – every time your car crashes into something, it automatically rises in the air and zooms forward. If you live in San Fran, you might find this entertaining. There are various modes to play, and eight cars to choose from. Unfortunately these cars handle like bricks, and with graphics that place more emphasis on the roadside buildings rather than the streets. Add some of the worst loading times seen on a PlayStation game, and what you're left with is a dull racer that offers no enjoyment. Avoid! **ALEX HUHTALA**

- RACING GAME
- OUT NOW
- BY MIDWAY
- 1-2 PLAYERS

- **PRICE** £44.99
- **N64 VERSION AVAILABLE**
- **ARCADE SEQUEL OUT NOW**
- **STORAGE** 1 CD
- **PUBLISHED BY** GT
- **TEL** 0171 565 7300



Flying high through the streets of San Francisco, curtesy of a bizarre feature in the game.








IGGY'S WRECKIN' BALLS

Besides having a strange title, *Iggy's Wreckin' Balls* also has a peculiar mix of game styles. Puzzle and racing never quite seemed destined to go hand in hand, but this game could convince a few people otherwise. The balls must race up vertical tracks, using their grappling ability to hang onto higher objects, pulling themselves up the tower. It might sound simple, but believe me it isn't – in fact, *Iggy* is one of tougher puzzle/racing games around. The thrills are in the strange layout of the tracks and the four balls that are competing in a race. There are various modes of play and over 100 different tracks to choose from. This is a decent game but won't be to everyone's taste, and it's probably not straightforward enough to gain a mass following. But if you're after something different, and with multiplayer appeal, give *Iggy* a go. **ALEX HUHTALA**

- PUZZLE RACE
- OUT NOW
- BY IGUANA
- 1-4 PLAYERS

- **PRICE** £39.99
- **NO OTHER VERSION AVAILABLE**
- **NO OTHER VERSION PLANNED**
- **STORAGE** 128 MEG CART
- **PUBLISHED BY** ACCLAIM
- **TEL** 0171 344 5000



An unusual mix of puzzle and race, this game is certainly different. And it's not bad either.








AZURE DREAMS

When it was released in Japan last year, *Azure Dreams* was intended to capitalise on the craze for anything related to *Pocket Monster*. The game follows a rigid routine. First you go on a mission to the Monster Tower, which looms over your hometown (your ambition is to become the greatest monster tamer of all time!). Here you battle as many monsters as possible, retrieving treasures to pay for better weapons. Most important of all, you find eggs. These hatch monsters which you later train to assist you in battle. Once you've had enough of battling, you transport back to the village to make life better for the population. Then it's back to the tower. *Azure Dreams* is pretty samey all the way through, though it is involving. You just need to decide whether monster breeding is something you'll get a bang out of in between battling and solving problems for people! **PAUL DAVIES**

- RPG
- OUT NOW
- BY KONAMI
- 1 PLAYER

- **PRICE** £44.99
- **NO OTHER VERSION AVAILABLE**
- **NO OTHER VERSION PLANNED**
- **STORAGE** 1 CD
- **PUBLISHED BY** KONAMI
- **TEL** 01895 853000



Fight the monsters, and steal their eggs. Then hatch their babies and sell them! Controversial.

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GRAN TURISMO	MYSTICAL NINJA
WORLD CUP '98	MORTAL KOMBAT 4
FLUID	MISSION IMPOSSIBLE
BLASTO	F1 WORLD GP
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ARCADE

1999 will be massive for *Star Wars* fans, what with a new movie on its way, and a new Sega arcade game based on the original trilogy!

STAR WARS TRILOGY ARCADE



Everyone's seen the *Star Wars* trilogy millions of times, and there can't be a single person who didn't love every moment of it. But now Sega's newly-named AM8 division (previously known as AM Annex, who made *Sega Touring Car Championship* and *Sega Rally 2*) are working on a new way to experience the battle between the evil Empire and the heroic Rebels – a state-of-the-art arcade game! The game is only about 15% complete at the moment, but we just had to give you a sneaky look at how it's coming along. Try to stay calm until its release this Winter!



TRAVEL THE STAR WARS UNIVERSE

Star Wars Trilogy Arcade's levels are based on the most famous scenes from each of the movies, though we only have pictures of four of them to show you right now. The final game will feature the Hoth snow battle and even a first-person lightsaber fight with Darth Vader!

SPACE BATTLE



Piloting an X-Wing, you must take on the might of the Empire's waves of TIE Fighters and gigantic Star Destroyers.

DEATH STAR SURFACE



After the space battle you head to the surface of the Death Star and dodge between towers, avoiding turbolasers!

DEATH STAR TRENCH



Survive the surface battle and you enter the famous Death Star Trench. There's even the original targeting device from the movie at the top!

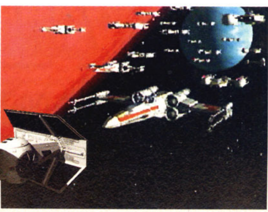
SPEEDER BIKE CHASE



***Return Of The Jedi*'s awesome forest chase is recreated here at full speed! You won't believe how fast the trees fly past your head!**

USE THE FORCE FEEDBACK, LUKE

Star Wars Trilogy Arcade's cabinet is going to be very important to the way the game plays. It uses an original force feedback joystick, meaning that you'll really have to fight with the stick on certain stages. The coolest stage is the lightsaber battle with Darth Vader where you must use the stick as though it were your weapon. The force feedback means that you feel each hit, and at one point you even have to push Vader away!





All of the mission briefing screens fit the *Star Wars* style perfectly.

SEGA'S NEW STAR WARS ARCADE GAME!





3D RACING | BY NAMCO

'99 RELEASE | 1-2 PLAYER




- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY SONY TEL 0171 447 1600



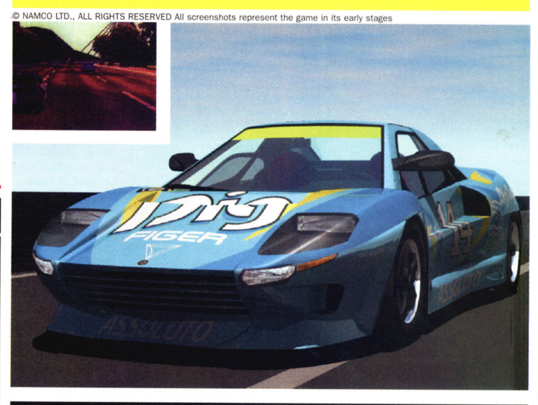
Ridge Racer returns, with ultra-realistic graphics, 300 cars, eight circuits, and an exhaustive Grand Prix mode.

RIDGE RACER 4

It looks too good to be true, but it's real. *Ridge Racer Type 4* looks set to become the best-looking, most exciting race game on PlayStation.

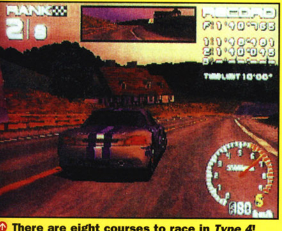
The realistic visuals of Sony's *Gran Turismo*, and the manic drifting style of the original *Ridge Racer* are being taken to new limits. The goal with *Type 4* is to offer a 'better than life experience' with graphics so astounding you feel as though you're starring in a road racing movie!

This is made even more convincing by the new one-player Grand Prix mode, in which you – as a freelance driver – select a team, and the right car to win the championship. It's the best *Ridge Racer* yet!



DRIFTING RULES!

The most outstanding feature in any of the *Ridge Racer* games is the exaggerated drifting technique. According to Namco, *Type 4* will have cars drifting more than ever – it's going to be extra slippy out there! The return of 360° spins for points!



There are eight courses to race in *Type 4*! *Rage Racer* only has half that number.



You will need to know every turn to master the drifting technique! The 'Solvalou' car has a rep for being big on drifting.



Replays of the action are expected to look much better than *Gran Turismo*. Imagine that! Well, it's right in front you!

300 CARS!

The number of teams in the game will limit the number of actual car models. Plus there's bound to be custom cars, like in *Rage Racer*. Even so, there's got to be at least 20 models to make up this kind of number. Untold hours of intense racing action guaranteed!



Race for the *Pac-Man*, *Dig-Dug*, *Mappy* and *Xevious* teams.

THE WINNING TEAM

In *Type 4* you need the support of the best team, and the right car with the best possible set-up for the race. This could mean that you will have a team-mate racing alongside you, who also needs to win. However we're assured that only certain cars will be useful for specific circuits.



RIDGE RACER DAY

Type 4 is due to be released in Japan on December 3rd. No UK release date has been set so far, but we expect to see it in March, since this was when *Rage Racer* came out in 1997. One more thing – *Type 4* is dubbed '*R4*' in Japan, but it won't be in the UK. Something to do with trademarks. It's still the new *Ridge Racer* though, and that's all that matters!

70% COMPLETE | PlayStation | CARTOON KUNG FU ADVENTURE | BY DREAM WORKS | NOV RELEASE | 1 PLAYER

TAI FU

Learn Shaolin Kung Fu from the animals on which it is based. You control T'ai the Tiger, a novice fighter on a mission to defeat the evil Dragon Master.

After negotiating one of the 19 stages, T'ai confronts one of the nine animal masters. Once defeated, T'ai adds their moves to his repertoire. His strength is further enhanced by Chi power, used to summon elemental magic. Slick, and promising.



Teach your tiger kung fu, use him to beat the animal masters, and acquire their powers. What could be simpler than that?

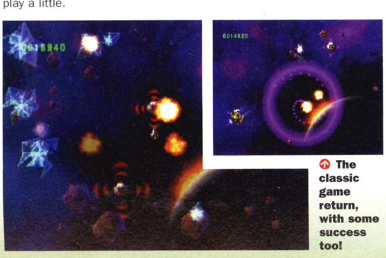
80% COMPLETE | PlayStation | PC CD ROM | SHOOTING GAME | BY ACTIVISION | NOV RELEASE | 1 PLAYER



ASTEROIDS

Revival of Atari's 80's vector graphics game. The concept is simple – your ship in the centre of the screen, blasting asteroids.

Each time you hit an asteroid it splits into smaller ones. Use your ship's thrusters to evade in-coming rocks. The key issue for Activision has been to retain the classic wrap-around map, and the physics of the ship from the original game. They've added new types of asteroid to make things look better, and new weapons to advance the gameplay a little.



The classic game return, with some success too!

50% COMPLETE | PC CD ROM | DRIVING/SHOOTING | BY ACTIVISION | MAR RELEASE | 1 PLAYER

INTERSTATE '82

Sequel to Interstate '76. This time, in addition to the cars, you get to customise helicopters, motorbikes, even drilling equipment.

If you feel like being super cheeky, you can run around as a pedestrian. This gets more fun when you find a placement weapon – gun turret, or whatever – to blast away at vehicles. Whatever you choose, it's kill or be killed. Do this in underground complexes, featuring cool transparent tunnels and bridges, or out on the open road. All the action takes place to psuedo-80s music. That last point is not necessarily a good thing.

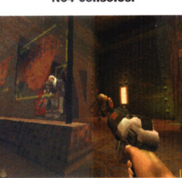
10% COMPLETE | PlayStation | NINTENDO 64 | SHOOTING | BY HAMMERHEAD/ RASTER | DEC RELEASE | 1-4 PLAYERS

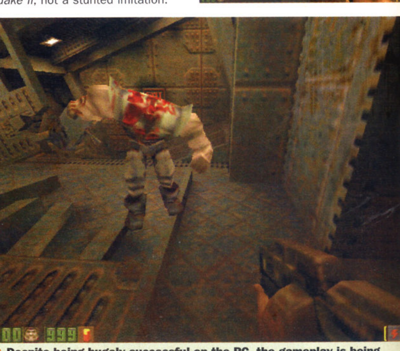
QUAKE 2

Quake II is live and 'kicking ass' on PlayStation and N64, and will be with you BEFORE Christmas. We've seen both versions running in early stages of development. At the moment PlayStation has the most faithful translation, since Hammerhead have imported the original PC textures. On Nintendo, Raster Productions need to use modified textures to overcome hardware limitations.

One of the biggest PC games ever is getting ready to frag ass on your PlayStation and N64 consoles.

Controversially, both versions will be customised to "suit the tastes of console players". Activision believe console players don't enjoy rapidly shooting in all directions, because of control limitations. This means less situations where enemies appear behind you, or above and below. Also more instances where enemies line up in front of you to be shot, and more outdoor areas with less complicated twists and turns. We hope this will be a great alternative to PC *Quake II*, not a stunted imitation.





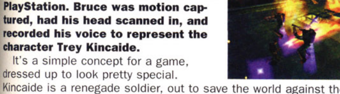
Despite being hugely successful on the PC, the gameplay is being changed for console players, who apparently don't like constant killing.



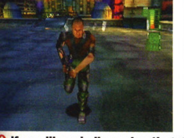


APOCALYPSE

Actor Bruce Willis has been directly involved with the creation of this pyrotechnic game for PlayStation. Bruce was motion captured, had his head scanned in, and recorded his voice to represent the character Trey Kincaide.



It's a simple concept for a game, dressed up to look pretty special. Kincaide is a renegade soldier, out to save the world against the Four Horsemen of the Apocalypse. The action finds "Bruce" running around, blasting everything with a mad selection of weapons. It's *Smash TV* in 3D basically – the control system is identical. All the while, Bruce's voice is shouting things, and there's cool stuff going on like giant video monitors playing MTV. Looks like being great PlayStation fodder for the masses.





If you like mindless shooting games with loud bangs and idiot-proof controls, you'll love *Apocalypse*. It's a real blast.

40% COMPLETE · PlayStation · 3D FIGHTING · BY ACTIVISION · SPRING 99 · 1-2 PLAYERS



X-MEN

The *X-Men* theme is a goldmine of opportunity, as Capcom have proved with their 2D fighting games. To make sure their game works, Activision have enlisted Mike Latham, who worked on the Eternal Champions fighting game for Sega (it was well received on Mega Drive).

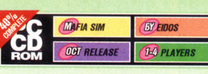
Each time the mutants get hit, they sustain battle damage. There's also the ability to become Apocalypse versions of all the characters, which temporarily allows for more powerful moves. Other features include "environmentals", where fighters slip on ice, or get burned by fire, and "cinematic kills" – pre-determined death animations.







The *X-Men* is a license to print money. But as long as they keep bringing out good games, they can take the dosh!



GANGSTERS: ORGANISED CRIME

Ever watched *Goodfellas* and fancied being a wiseguy? If so, take a look at *Gangsters* when it's released this year. You get the chance to make and create your own little gang of hardcore nutters and take control of the city.

Once you've recruited your hoods, you have to "assert" your power over a few of the local businesses (threaten them, and they'll agree to pay you for protection). Branch out and take over more lucrative areas. Assign your men to blow up buildings. Assassinate the mayor or other gang leaders. As you can tell, this game is full of fun. There's a network version too, where up to four of you can fight over territory! A real darbaroo.





Enter the world of *Gangsters*, and make offers people can't refuse.

60% COMPLETE · CD ROM · CORRIDOR GAME · BY EIDOS · NOV RELEASE · 1-4 PLAYERS

THIEF: THE DARK PROJECT

A corridor game set in ancient times, where spells and sorcery are the order of the day rather than the futuristic *Quake* style.

Your guy is called Garrett, a well known thief and conman. He's been asked to recover ancient artefacts from the town in which he does most of his thieving.

Thief is a nice looking game with a lot of atmosphere, and some cool weapons. There are some nice little touches to game too, like being able to use weapon-making equipment in the prison for example. Clever game mechanics too: If you're hiding in the shadows, guards will have less chance of seeing you and vice versa. Spotlight on this in the next issue.



Potentially a great game. Make your own weapons and kill!

80% COMPLETE · PlayStation · CREATURE BATTLE · BY CRYSTAL DYNAMICS · NOV RELEASE · 1-2 PLAYER

UNHOLY WAR

It's unusual, but *Unholy War* looks promising. There are two aspects to it. The first is strategy, where you have a hexagonal map and a group of characters at each end. It's turn-based, so players move their characters one by one in order to creep nearer to the enemy and beat them up.

Once two characters fight, they enter an arena where the two fight until one dies. In this second aspect of the game you have complete control of your character. If you want to, you can just play the arena. We're impressed with *Unholy War* because it's different. So, expect more soon.





Caption in here. Caption i



Dateline: 22nd August 1998, Tokyo International Forum Hall, 2.30pm. CVG attends one of the biggest events in video game history – the first public presentation of *Sonic Adventure* on Dreamcast!

After an hour of waiting, the complete 'Iri-San' virtual head demonstration, a speech on the power of the Dreamcast by Sega's president (real Iri-San – Mr Irimajiri), and a short opening video, the moment arrived. Two announcers introduced the new 'High Speed Action RPG Adventure Game', and the creator of *Sonic The Hedgehog* Mr Yuji Naka entered the house!

Sonic's creator didn't exactly make a low key entrance. After curtains showing images of Sonic were dropped, a big white balloon was left sitting on the stage. Smoke filled the air, lights flashed, then "bang" – Sonic's creator himself was standing there, dressed completely in black!

Next, special comedy videos showing the Sonic Team were shown before a first proper look at the game itself – Sonic Team messing around with silly game ideas such as Sonic Love Story featuring Sonic in a bikini (!), then on their recent inspirational holiday to Central and South America. The Sonic Adventure demonstration was for real – running on what looked like a production-model Dreamcast! Mr Naka showed everyone a working machine, complete with game CD inside before starting. To find out which of three stages the crowd wanted to see first a kind of clapometer was used. Did we want Tails in Ice Cap, Knuckles in Red Mountain, or Sonic in Speed Highway? Well, Speed Highway was by far the most popular choice.

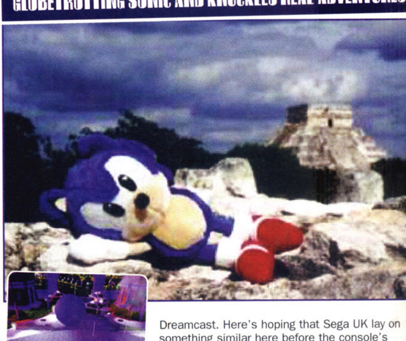
After the game demonstration, Japanese Sega TV advert star Mr Segata Sanshiro arrived on stage, driving the audience crazy! He then got the crowd chanting "Sonic! Sonic! Sonic!" while their shouts were recorded to be included in the final game, where a group of people cheer on Sonic while he battles with arch-villain Chaos!

Finally, a rock band performed Sonic Adventure's rock 'n' roll theme music live, before everyone picked up their goodie bags and filed out of the hall, totally blown away!

The Sonic Adventure presentation was a complete success for Sega, and proved that they've got fans all around the world, desperate to get their hands on Dreamcast. Here's hoping that Sega UK lay on something similar here before the console's European release in Autumn next year!



GLOBETROTTING SONIC AND KNUCKLES REAL ADVENTURES





AND THERE'S MORE

For details of the game, its features, characters and loads of screenshots, check out the News section from page eight onwards.



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FREEPLAY

TEKKEN 3 TOO SLOW FOR UK SAY THE HARDCORE

There's something about the UK PlayStation version of *Tekken 3* which is making some of you refuse to buy the game!

This incredible situation has everything to do with speed. The European (PAL) version of PS *Tekken 3* plays slower (approximately 17%) than the arcade original. It may not sound like a lot to some people, but it is noticeable after you've played both versions.

Certainly anyone who loves playing arcade *Tekken 3* faces some frustration revising the timing of hits in a difficult combo. The situation is even more humiliating when you know that the US and Japan have theirs running at the correct speed.

The main reason for the slowdown is that the US and Japan has NTSC television systems, while here in Europe we have PAL. When Japanese companies, such as Namco, develop games they work on the NTSC version first.

It's only when the NTSC version is complete that they turn their attention to PAL. Convertion of a game takes valuable time – several months in most cases. This costs the company money, and would mean starting late on the next major project (*Tekken 4*!).

The Namco team behind *Tekken 3* has proved just how talented it is by creating the flashiest fighting game ever. Everything about it can be shown to others as an example of how to make a brilliant game, and the attention to detail is just awesome. So why have they overlooked such a small yet important detail as speed? Sony's *Gran Turismo* runs at the same speed all over the world, so why hasn't *Tekken 3* been converted to PAL effectively?

The story is that the development team, having worked flat out for several years to bring *Tekken 3* to the PlayStation, is exhausted. Just to give you that in detail, the team have not had a break between completion of PlayStation *Tekken* and the US version of *Tekken 3* – that's two years of working flat out.

Since the majority of PlayStation owners haven't played the arcade version of *Tekken 3* to any length, you have nothing to compare the UK PlayStation version with. You're likely to get used to the game's speed quickly and it probably won't occur to you that it's slow.

This means that there won't be a significant number of complaints about speed to instigate a change of policy at Namco. But in time, as more people discover the difference, there may be more call for better conversions and game developers will have to respond.

Meanwhile, those of you who have a view on this subject can write to us, as we'll undoubtedly look into this issue in the future.



Same action, but slower. Why?

READERS' MOST WANTED CHART

With *Tekken 3* now in the shops and out of our chart, there's a desperate scramble for the top position. This month, *Final Fantasy VIII* wins hands down, beating Dreamcast into second place. But the dream machine will surely hit back next month.



Final Fantasy VIII is finally №1

1	Final Fantasy VIII	PS/PC
2	Dreamcast	Sega
3	Metal Gear Solid	PlayStation
4	PlayStation 2	Sony
5	Zelda 64	N64
6	Resident Evil 3	PlayStation
7	Tomb Raider 3	PS/PC
8	Xenogears	PlayStation
9	Marvel vs Capcom	Saturn
10	ISS 98	PS/N64

Final Fantasy VIII ensures its journey to the dizzy heights of fame and fortune by being voted the Most Wanted game in our chart. We thought that after *Tekken 3* had gone, Dreamcast would dominate for a long while, but maybe there is still a lot of people who haven't heard of Sega's console. Or it might be that people just want great games, whatever console they're for. And make no mistake, *Final Fantasy VIII* looks like being one of the greatest games of all time. We featured it last month, but now we know how mad you are for it, we'll be sure to give you all the updates and developments.

RED-HOT RUMOURS

- Core Design (the creators of *Tomb Raider*) are said to be working on a fighting game for multiple formats, including the Dreamcast.
  Like Sega's *Spikeout* it's possible to go anywhere you want in a level in search of enemies. Although it doesn't have a name yet, there's a possibility it'll be made into part of the *Fighting Force* series.

- Sony are going to announce a price drop for the PlayStation sometime in September. You should be able to buy the console and a pad for only £79 before Christmas.

- Vivid Image are likely to release a version of SCARS on Dreamcast for the console's launch in the UK. An up-to-date *Street Racer* game is also possible.

- *Sega Rally 2* on the Dreamcast will be ready for the console's launch in Japan on 20th November. As well as the arcade game's tracks, all of the *Sega Rally 1* courses will be included, plus all-new stages especially for Dreamcast owners.

- Nintendo have scrapped plans to release the 64DD add-on for the Nintendo 64. It certainly looks that way, at least. Maybe the Tokyo Game Show will tell a different story.

- The first game to run on Sega's new Dreamcast-based arcade technology (Naomi), will be revealed by Capcom at the JAMMA arcade show in Japan in mid-September. It could be the 3D *Final Fight* game we've been waiting years for.

- Sony are going to announce official details of their next console, currently known only as "PlayStation 2", either on or before Dreamcast's Japanese release on 20th November.

Contents

computer and video games OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	**1**	**BANJO KAZOOIE**	**NINTENDO 64**	**THE GAMES**
2	NE	COLIN McRAE RALLY	PLAYSTATION	CODEMASTERS
3	3	GRAN TURISMO	PLAYSTATION	SONY
4	2	WORLD CUP '98	PLAYSTATION	EA
5	4	CANNON FODDER: SOLD OUT	PC CD-ROM	SOLD OUT
6	5	PREMIER MANAGER '98	PLAYSTATION	GREMLIN
7	6	TOMB RAIDER: PLATINUM	PLAYSTATION	EIDOS
8	12	X-FILES: THE GAME	PC CD-ROM	EA
9	10	COMMANDOS: BEHIND ENEMY LINES	PC CD-ROM	EIDOS
10	8	SPICEWORLD	PLAYSTATION	SONY
11	7	POINT BLANK & G-CON 45	PLAYSTATION	SONY
12	9	TEKKEN 2: PLATINUM	PLAYSTATION	SONY
13	13	POINT BLANK	PLAYSTATION	SONY
14	NE	WORLD CUP '98	PC CD-ROM	EA
15	RE	PREMIER MANAGER '98	PC CD-ROM	GREMLIN
16	17	CRASH BANDICOOT: PLATINUM	PLAYSTATION	SONY
17	14	CHAMP MAN '97/'98	PC CD-ROM	EIDOS
18	16	TITANIC: ADVENTURE OUT OF TIME	PC CD-ROM	EUROPRESS
19	11	DIE HARD TRILOGY: PLATINUM	PLAYSTATION	EA
20	19	LULA: SEXY EMPIRE	PC CD-ROM	TAKE 2

JAPANESE MULTI-FORMAT SALES TOP 10

1	**POWERFUL PRO '98**	**PLAYSTATION**
2	BRAVE FENCER	PLAYSTATION
3	DETECTIVE GAME	PLAYSTATION
4	MONSTER CAPSULE BREED AND BATTLE	PLAYSTATION
5	LUNAR 2: ETERNAL BLUE	SATURN
6	DUNGEON EXPLORER 2	PLAYSTATION
7	XI [SAI]	PLAYSTATION
8	ART TRUCK BATTLE	PLAYSTATION
9	OVERBLOOD 2	PLAYSTATION
10	EVANGELION	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	**WWF: WARZONE**	**PLAYSTATION**
2	MISSION: IMPOSSIBLE	NINTENDO 64
3	BANJO KAZOOIE	NINTENDO 64
4	NFL XTREME	PLAYSTATION
5	GRAN TURISMO	PLAYSTATION
6	GRAND THEFT AUTO	PLAYSTATION
7	MORTAL KOMBAT 4	PLAYSTATION
8	AZURE DREAMS	PLAYSTATION
9	TEKKEN 3	PLAYSTATION
10	MORTAL KOMBAT 4	NINTENDO 64

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer and video games

1	**ISS PRO '98**	**PLAYSTATION**
2	DAYTONA USA 2	ARCADE
3	WIPEOUT 64	NINTENDO 64
4	QUAKE 2: CHAOS	PC CD-ROM
5	SIN	PC CD-ROM

IT'S A SHAME THAT BOYZONE CONCERT WAS RUBBISH, HOMBRE.
YES, GRINGO. I STILL CAN'T BELIEVE RONAN GOT MARRIED.

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN U.K. TOP 5

1	BURNING RANGERS	SEGA
2	WORLD LEAGUE SOCCER	SEGA
3	PANZER DRAGOON SAGA	SEGA
4	SHINING FORCE 3	SEGA
5	DEEP FEAR	SEGA

SATURN IMPORT TOP 5

1	RADIENT SILVERGUN	TREASURE
2	SEGA AGES 'I LOVE MICKEY MOUSE'	SEGA
3	SOCCER RPG	ENIX
4	SIMULATION RPG	ASCII
5	DIGITAL MONSTER VER 5	BANDAI

PLAYSTATION U.K. TOP 5

1	TEKKEN 3	SONY
2	BREATH OF FIRE 3	INFOGRAMES
3	MORTAL KOMBAT 4	GT
4	C&C: RETALIATION	VIRGIN
5	SPYRO	SONY

PLAYSTATION IMPORT TOP 5

1	METAL GEAR SOLID	KONAMI
2	DOLPHINS DREAM	KONAMI
3	KNIGHT AND BABY	TAMSOFT
4	BEAT MANIA	KONAMI
5	GEOMETRY DUEL	TAKARA

PC TOP 5

1	HALF LIFE	CENDANT
2	FA PREMIER LEAGUE FOOTBALL MANAGER '99	EA
3	GANGSTERS: ORGANISED CRIME	EIDOS
4	COLIN McRAE RALLY	CODEMASTERS
5	TIGER WOODS '99	EA

NINTENDO 64 TOP 5

1	1080° SNOWBOARDING	THE GAMES
2	BANJO KAZOOIE	THE GAMES
3	(BIDDI-BIDDI) BUCK BUMBLE	UBI SOFT
4	MORTAL KOMBAT 4	GT
5	GEX 64	GT

NINTENDO 64 IMPORT TOP 3

1	F-ZERO X	NINTENDO
2	LET'S SMASH	HUDSON
3	CHORO-Q 64	TAKARA

GAME BOY TOP 3

1	LOONEY TUNES	INFOGRAMES
2	CARD SCHOOL	TAKE 2
3	SMALL SOLDIERS	THQ

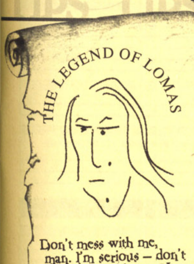
ARCADE TOP 5

1	DAYTONA USA 2	AM 2
2	VIRTUA FIGHTER 3: tb	AM2
3	STREET FIGHTER ALPHA	CAPCOM
4	SEGA RALLY 2	AM ANNEX
5	PANIC PARK	NAMCO

CVG'S 15 FAVOURITE FOOD PICK UPS

1. **CHICKEN . . . . . . TEKKEN 3**
2. **STEAK . . . . STREETS OF RAGE 2**
3. **APPLES . . . . CRASH BANDICOOT (1, 2 AND 3)**
4. **BREAD . . . . TOBAL 2**
5. **CHERRIES . . . . . PAC MAN**
6. **MILK BOTTLES . . MILK RACE (SPECTRUM)**
7. **PICK 'N' MIX . . . SUPERMARKET SWEEP**
8. **BANANAS. . . . . . DONKEY KONG COUNTRY**
9. **BIRD SEED . . . . . CHUCKIE EGG**
10. **CABBAGES . . . . . CRACKERJACK**
11. **A NICE CAKE . . . POCKET FIGHTER**
12. **CHUPA CHUPS . . ZOOL**
13. **ICE CREAM. . . . . ROBOCOD**
14. **CHEESE . . . . CHEESY THE MOUSE**
15. **BABY'S BOTTLE . JACK THE NIPPER (SPECTRUM)**

TIPS



SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS

CVG, 37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON, E14 9TZ

You can also send any tips or guides to this e-mail address. Please, don't waste your time copying things from magazines or internet sites. We're only interested in things you've discovered for yourself, and only for recent exciting games. No *Bubsy 2* cheats, thank you.

TIPS.CVG@ECM.EMAP.COM

PLAYSTATION

COLIN McRAE RALLY

We're going to re-print all of the cheats we gave you last month for the benefit of those silly enough to have missed them, as well as two new ones for you to try out. Enter the codes as your player name in any mode and you'll hear a noise to let you know it's worked. You'll also get to enter your own name before starting the game. If you want to turn a cheat off, enter it a second time.

OPENROADS	Unlock all tracks
SHOEBOXES	Unlock all cars
MOREOOMPH	Double power
WHITEBUNNY	Mirror mode
SILKYSMOOTH	60fps hi-fi mode
TROLLEY	4-wheel steering
PEASOUPER	Fog mode
NIGHTRIDER	Night mode
BACKSEAT	Nicky Grist steers
MOONWALK	Low gravity
TINFOILED	Chrome car
HELIUMNICK	High-pitched voice
FORKLIFT	Rear-wheel steering
BLANCMANGE	Jelly car
DIDDYCARS	*Micro Machines* mode
HOVERCRAFT	Flying car
BUTTONBASH	*Track & Field* mode

ALL-NEW CHEATS!

DIRECTORCUT
Lets you move the camera view around during replays

KITCAR
Press Select when the extra bar goes green to use a Knight Rider-style turbo

NINTENDO 64

BANJO KAZOOIE

There are a few brilliant hidden animations that you can access on the game load screen.

GAME 1
When the fish in the bowl hits his head on the side for the third time, immediately press **A** and Banjo will be thrown out of the window.

GAME 2
When the fish hits his head for the third time, press **A** straight away and the wall will rotate and knock Kazooie outside.

GAME 3
When you hear the Game Boy make a beep noise a third time, press **A** immediately and Banjo will be ejected from his seat!

When you pick a game to load, press **R+A+Start** at the same time to get an extra animation.

You can also get some excellent bonus modes. After you've finished Treasure Trove Cove and getting the Sandcastle jigsaw piece, go back to Banjo's house and look at the picture of Bottles. You'll get a bonus game where you need to fit puzzle pieces together, and you'll be given a cheat code when you complete it. To enter these codes, go to Treasure Trove Cove and enter the codes on the floor.

BOTTLESBONUSONE
Banjo has a big head

BOTTLESBONUSTWO
Banjo has big hands and feet

BOTTLESBONUSTHREE
Kazooie has a big head

BOTTLESBONUSFOUR
Banjo has a tall body and small head

BOTTLESBONUSFIVE
Banjo has a tall body, small head, big hands and big feet

BIGBOTTLESBONUS
Banjo has a tall body and big everything else

WISHYWASHYBANJO
Banjo becomes a washing machine

NOBONUS
Cancels all bonus codes

These following few cheat codes have to entered on Treasure Trove Cove's floor as before, but only after entering the word **CHEAT**.

DONTBEADUMBOGOSEEMUMBO
99 Mumbo Tokens

BANJOBEGSFORPLENTYOFEGGS
Infinite eggs

NOWYOUCANFLYHIGHINTHESKY
Infinite red feathers

LOTSOFGOESWITHMANYBANJOS
Infinite Lives

GIVETHEBEARLOTSOFAIR
Infinite Air

ANENERGYBARTOGETYOUFAR
Maximum Energy Bar

MISSION: IMPOSSIBLE

Enter these cheat codes while on the mission select screen to start the game with different goodies. You should hear some speech to let you know that the cheat has worked.

BIG FEET
C-Down, R, Z, C-Right, C-Left

KID MODE
C-Down, C-Up, R, L, Z

TURBO MODE
C-Up, Z, C-Up, Z, C-Up

SILENCED PISTOL
C-Up, L, C-Right, C-Left, C-Up

HIGH POWER 9MM PISTOL
R, L, C-Left, C-Up, C-Up

UZI SUB MACHINEGUN
C-Right, C-Left, C-Right, C-Down, R

ROCKET LAUNCHER
R, L, C-Left, C-Right, C-Down

PLAYSTATION AND NINTENDO 64

WWF: WARZONE

There are lots of hidden options which open up when you complete the game with certain characters. To access everything you've collected, **press L** as the lift goes up (**L1** on PlayStation), **then R** to make it go into the secret basement (**R1** on PlayStation).

NOTE: You'll only get these options if you complete the modes on Medium or Hard difficulty. Easy mode is for wimps!

Ladies Night (Create female wrestlers)
Win Challenge Mode with Shawn Michaels or Triple H

New Duds (More Clothing in Create-A-Wrestler)
Win Challenge Mode with Kane

Polished Mode (Reflective floor)
Win Challenge Mode with Kane

Extra Cold (2 new Steve Austin costumes)
Win Challenge Mode with Steve Austin

Extra Gold (2 new Goldust costumes)
Win Challenge Mode with Goldust

Play as Sue the Ring Girl
Win Challenge Mode with Bret or Owen Hart

Play as Pamela
Win Challenge mode with Sue

Play as Rattlesnake (Super Steve Austin)
Win Challenge Mode with a custom wrestler

Play as Dude Love and Cactus Jack
Win the World Title with Mankind

Big Head Mode
Win Challenge Mode with Bulldog or The Rock

Ego Mode
Win Challenge Mode with Ahmed Johnson

Beans Mode
Win Challenge Mode with Thrash or Mosh

No Wimps (Can't block)
Win Challenge Mode with Shamrock

No Meters
Win Challenge Mode with Undertaker



CHARACTER MOVES

THROW: JIN KAZAMA

NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
DOUBLE HIGH SWEEP	stand close to opponent		Throw	10, 20	-
OVER THE SHOULDER REVERSE	stand close to opponent		Throw	5, 8, 17	-
SHOULDER FRIP	stand close to opponent's left side or		Throw	12, 19	-
OVER THE LIMIT	stand close to opponent's right side or		Throw	40	-
CHICKEN BUTCHER	stand close to opponent's back or	X	Throw	60	-
REVERSE THROW	show your back to opponent or	OR	-	-	Throw differs depending on the part with which you catch the opponent. Turn around after throw.
STONEHEAD	stand close to opponent →		Throw	33	
ULTIMATE TACKLE	(or ↙)		Throw	5	-
ULTIMATE PUNCH	during tackle	or	Throw	5,5,5,5,5,	-
RISING UPPERCUT	↘		H	25	when ↘ and input at the same time, damage is 30. When input after 18 frames of Rising Uppercut steps, damage is 21 and cannot make opponent fly.
CROSS ARM LOCK	during tackle	see Paul's	Throw	25	
ULTIMATE PUNCH TO CROSS ARM LOCK	ultimate punch x 3	see Paul's	Throw	5, 5, 5, 25	
COMPLICATED WIRE	↙←		Throw	35	-
WRIST CLUTCH SLAM	stand close to opponent ↘		Throw	38	-

MOVE: JIN KAZAMA

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
COUNTER ATTACK	(or)	Reversal	-	-
LEFT RIGHT COMBO		H, H	6, 10	-
LEAPING SIDE KICK		M (stagger)	30	-
TSUNAMI KICK	while standing up	M, M	13, 21	-
FLASH PUNCH COMBO		H, H, M	6, 8, 18	3rd hit delays
DEMON SCISSORS		M	25	-
DRAGON UPPERCUT	↘	M	35	Damage 52 at clean hit
DRAGON UPPERCUT TO SPINNING MIDDLE KICK	↘	M, M	35, 20	Damage 49 at clean hit
DRAGON UPPERCUT TO SPINNING LOW KICK	↘	M, L	35, 12	Damage 49 at clean hit
DEMON SLAYER		H, H, H	6, 10, 18	3rd hit delays
TWIN PISTONS	while standing up	M, M	10, 15	successive hit at counter hit
LEFT SPLITS KICK		M	23	-
LIGHTNING UPPERCUT		Unblockable	40	-
SPINNING DEMON	↘	L, M	15, 15	Damage of 1st hit immediately after ↘ is 18
LIGHTNING SCREW UPPERCUT	←	Unblockable	80	-
HEAVY BODY BLOW	→	M	18	When 1st hit becomes counter hit, advance input of 2nd and 3rd command makes successive hits. Opponent can recover by lever forward at 3rd hit
ROUND HOUSE TO TRIPLE SPIN KICK		H, L, L, M	25, 15, 12, 25	
HEEL DROP		M, M	10, 16	-
893P		M	18	-
DEMON'S PAW		M	27	-
TWIN LANCER		M, M	10, 16	Damage is 12 when 2nd command quitted. 2nd hit delays. → for quick cancel
SHOOT THE WORKS		H, H, M, M	6, 10, 25, 30	-
SHOOT THE WORKS UPPER		H, H, M, M	6, 10, 25, 10	-
UPPER CUT	while standing up	M	18	-
LASER CANNON	→	M, M, M	18, 14, 24	2nd, 3rd hit delay
KNEE KICK		M	12	-
LASER SCRAPER	→ ↘	M, M, M	18, 14, 15	2nd, 3rd hit delay
TOOTH FAIRY	during side step	M	16	Counter hit raise opponent higher
FORCE		special guard	-	special guard
1-2 KNEE KICK		H, H, M	6, 10, 12	-
3 RING CIRCUS		special M, H, H, M	5, 10, 10, 21	-
3 RING CIRCUS COMBO		special M, H, H, L	5, 10, 10, 14	-
SPINNING HIGH KICK		H	35	-
BACK SPIN KICK		H	30	-
SUPERCHARGER		special move	-	-
DOUBLE LIFT KICK	↓	special M, H	5, 20	This makes 1st attack counter hit, unable to guard during charging

THROW: EDDY GORDO

NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
REVERSE THROW	show your back to opponent or	or	Throw	-	Throw differs depending on part with which you catch the opponent. Turn around after throw
RIO DEAL	stand close to opponent		Throw	30	
RIO SPECIAL	stand close to opponent		Throw	30	-
MISSILE LAUNCHER	stand opponent's left side or		Throw	40	-
SHADOW DANCER	stand opponent's right side or		Throw	42	-
AIR MAIL	stand close to opponent's back or	X	Throw	60	-
RODEO SPIN	↘→		Throw	55	-

MOVE: EDDY GORDO

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
1-2 ELBOWS		H, H	6, 15	-
BARBED WIRE (RAINMAKER)		H	15	. . . I infinity. Damage 30 each from 2nd hit, property high Lever neutral to Relax
BARBED WIRE (RAINMAKER) TO HANDSTAND		H, M	15, 12	-
SLIPPERY KICK (LEG CIRCLE)		L, L	10, 10	-
SLIPPERY KICK (LEG CIRCLE) TO HANDSTAND	←	L, L	10, 10	-
SLIPPERY KICK (LEG CIRCLE) TO SIDE FLOP	during	L,L,L	10, 10, 15, 15	Add 2nd hit and after of Cut Crosser to Slippery Kick •
BOOMERANG	→	M	16	-
SATELLITE MOON		M	25	-
SAMBA		M	20	-
HEAD BANGER-B	←	M	20	-
SAMBA TO SLIPPERY KICK		M, L, L	20, 10, 13	-
BUSHWACKER		L, M	12, 25	-
SHIN CUTTER		L, L	12, 15	to Handstand
CUT CROSSER		L,L,L	12, 15, 15	← to Handstand



MOVE (continued): EDDY GORDO

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
CUT CROSS HEADER	⇙ 3 4 1+2	L,L,M	12, 12, 15	-
CUTTING LEG WHIPPER	⇙ 3 ☆ 4 `	L, H	12, 15	Successive to Leg Whip series
BUSHWACKER TO HOT PLATE SPECIAL	⇙ 3 ☆ 3	L, M	12, 13	-
ROUNDHOUSE	⇧ or ⇗ 4	M	28	-
LEG WHIP	⇦ 4	H	15	-
THONG BIKINI	⇦ 4 4 3	H, L, M	15, 12, 25	Leg Whip series
MARS ATTACK	⇦ 4 4 3+4	H, M, M	15, 12, 25, 20	Leg Whip series
SHIN CUTTER COMBO	⇨ 1 2 4	H, H, M	8, 10, 20	-
KNEECAP CRUSHER	⇘ 4	L	12	-
BACK HANDSPRING	3+4	M	25	3+4 ← to Handstand
FIRE KICK	⇧ (or ⇗) 3+4	M	20	-
FIRE KICK & RELAX	⇧ (or ⇗) 3+4 ⇙ (or ⇩)	M	20	-
BRUSH FIRE	⇨ 3	M	25	-
KNEE THRUSTER	⇦ 3	M	20	-
BACK SUMMY	⇨ → 4	Special move	-	-
BACK SUMMY W/SCOOT KICK	⇨ → 4 ↓	Special move	-	-
BACK SUMMY W/FIRE KICK	⇨ → 4 3	L	20	-
BACK SUMMY CROUCH	⇨ → 4 4	H	35	-
LUNGING BRUSH FIRE	⇨ → 3	M	30	-
LUNGING BRUSH FIRE TO LAYDOWN	⇨ → 3 ↓	M	30	-
LUNGING BRUSH FIRE W/FADE AWAY	⇨ → 3 ←	M	30	-
ILLUSION W/SPIN KICK	4 3 ⇧ 4	M, M	16, 28	-
FREAK SHOW	⇘ 3+4	M	20	-
FREAK SHOW TO CROUCH	⇘ 3+4 ↓	-	-	-
TOE TAP	⇘ 3	M	15	-
TOE TAP TO LAYDOWN	⇘ 3 ↓ or ↙	M	15	-
ELBOW UPPERCUT	⇘ 2	M	15	-
CIRCLE KICK	while standing up 4	M	20	-
FACE JAMMER	while standing up 3	H	25	-
FRUIT PICKER	⇙ 3+4	Unblockable	40, 40	⇦ ← to cancel
SUPERCHARGER	1+2+3+4	Special Move	-	This makes 1st attack counter hit. unable to guard during charging
HAMMERHEAD	while crouching 1+2 1+2	M	30	-
TUCK N'ROLL	crouching ⇘ 1+2	Special Move	-	-
CRYING NEEDLE	crouching 1+2	M	25	-
FRONT STINGER	crouching or while standing up 3+4	M	20	-
FRONT STINGER W/RETREAT	crouching 3+4 ← or while standing up 3+4 ←	M	20	-
FRONT STINGER W/ROLL OUT	crouching or while standing up 3+4 + ↓	M	20	-
KNEE SLICER	while Relax 4	M	10	-
LOW HEADER	while Relax 1+2	M	20	-
IPANEMA WINGS	while Relax 4 3	L	12	-
LOW FRONT STINGER	while Relax 3+4	M	25	-
LOW FRONT STINGER CANCEL KICK	while Relax 3+4 3	M	15	-
LOW FRONT STINGER COMBO	while Relax 4 3+4	M, M	10, 25	-
REVERSE SCOOP UP KICK	while Relax 3 4	M	20	-
SLIPPERY KICK COMBO	while Relax 4 3 3+4	L, L	12, 10, 10	-
RIO DELIGHT	while Relax 3 ☆ 4	L, M	7, 28	-

SERIES STARTING WITH HEADSTAND: EDDY GORDO

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
HANDSTAND	⇨ 1+2	Special Standing	-	To Relax
HANDSTAND BACKWARD	while Relax ←	Special Move	-	-
HANDSTAND FORWARD	while Relax ↘	Special Move	-	-
HANDSTAND WALKING	while Relax ⇨	Special Step	-	-
HANDSTAND TO ARMADILLO	while Relax ⇨ 1+2	Special Move	-	-
HANDSTAND PERCH	while Relax ↓	Special Move	-	-
HANDSTAND TILT RIGHT (F)	while Relax ⇧	Special Move	-	-
HANDSTAND TILT RIGHT (B)	while Relax ⇩	Special Move	-	-
HANDSTAND TILT RIGHT (LOW KICK)	while Relax ⇧ 3+4 or while Relax ⇩ 3+4	L	25	-
HANDSTAND TO HELICOPTER	while Relax 4	Special M	12,12	-
HANDSTAND TO CIRCLE SIT	while Relax 4 3+4	Special M, L	12, 12, 10, 10	-
HANDSTAND TO CIRCLE STAND	while Relax 3 4	L, L	10, 13	-
HANDSTAND TO SCOOT KICK	while Relax 3 4 ←	L, L	10, 13	-
HANDSTAND TO GIANT STEP	while Relax 3	L	15	-
HANDSTAND TO COMBO	while Relax 3 ⇦	Special Move	-	-
HANDSTAND TO FLOP KICK	while Relax ↓ 3+4	M	25	-
HANDSTAND TO FLOP RIGHT	while Relax 1	M	10	-
HANDSTAND TO FLOP LEFT	while Relax 2	M	10	-
HANDSTAND TO CIRCUS	while Relax 2 4 ←	M, L	10, 12	-
HANDSTAND TO CARNIVAL	while Relax 2 4 3	M, L, L	10, 12, 25	-
HANDSTAND TO SUPER CARNIVAL	while Relax 2 4 3 ←	M, L	10, 12	-
HANDSTAND TO CALYPSO	while Relax 1 3 3	M, L, M	10, 1±5, 25	-
HANDSTAND TO DIVE	while Relax ⇨ → 1+2	M	15	-
HANDSTAND TO STRAIGHT FLOP	while Relax ⇧ 3 or ⇧ 4	M	10	-
HANDSTAND TO ROTATOR	while Relax ⇧ 3 ↓ or ⇧ 4 ↓	M	10	-

SERIES STARTING WITH SIDESTEP: EDDY GORDO

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
REWINDER	1+2	Side step	-	Side step: far side
REWINDER	⇩ 1+2	Side step	-	Side step: close side
JUMPING JACKS (RIGHT STEP PISTON KICK)	Side Step (or Rewinder) + ⇧ 3	M	25	-
JUMPING JACKS (RIGHT STEP PISTON KICK) TO LAYDOWN	Side Step (or Rewinder) + ⇧ 3 ↓	M	25	-
JUMPING JACKS (RIGHT STEP PISTON KICK) TO BACK KICK	Side Step (or Rewinder) + ⇧ 3 3	M, M	25, 20	-
JUMPING JACKS (RIGHT STEP PISTON KICK) TO EVIL STINGER	Side Step (or Rewinder) + ⇧ 3 ↓ 3+4	M, L	25, 15	-
HOT PLATE SPECIAL	Side Step (or Rewinder) + 3	M	15	-
HOT PLATE SPECIAL TO HANDSTAND	Side Step (or Rewinder) + 3 ←	M	15	Handstand to Duck position when hit or guarded
TWISTER (RIGHT STEP) SCOOP KICK TO BACK PLANT	Side Step (or Rewinder) + 4	L	15	

SERIES STARTING WITH SIDESTEP (continued): EDDY GORDO

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
TWISTER (RIGHT STEP) SWIRL KICK	Side Step (or Rewinder) + ←	L	15	-
TWISTER (RIGHT STEP) SWIRL KICK TO BACK PLANT	Side Step (or Rewinder) + ←	M	15	-
TWISTERS	Side Step (or Rewinder) + ☆	L, L	15, 15	-
TWISTERS COMBO	Side Step (or Rewinder) +	L, H	12, 20	-
JUMPING JACKS (RIGHT STEP)-HAND STAPS	Side Step (or Rewinder) +	H	12, 15	-
JUMPING JACKS (RIGHT STEP)-MIRAGE	Side Step (or Rewinder) +	H, M	12, 20	-Enter during 1st punch-
JUMPING JACKS (RIGHT STEP)-ISLAND MIRAGE	Side Step (or Rewinder) + ☆	H, H, M	12, 15, 13	-
JUMPING JACKS (RIGHT STEP)-WHEEL KICKS	Side Step (or Rewinder) +	H, M	6, 6	-
JUMPING JACKS (RIGHT STEP)-WHEEL KICKS TO DUCK POSITION	Side Step (or Rewinder) + ↓	H, M	6, 6	-
JUMPING JACKS (RIGHT STEP)-SAO PAULO SPECIAL	Side Step (or Rewinder) +	H, M, M, M,	6, 6, 0, 18, 20	-
JUMPING JACKS (RIGHT STEP)-DOS SOLE	Side Step (or Rewinder) +	H	50	-
JUMPING JACKS (RIGHT STEP)-CRUNCHER	Side Step (or Rewinder) +	M	18	-

THROW: HWOARANG

NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
PICK POCKET	stand close to opponent		Throw	20, 10	-
HUMAN CANNONBALL	stand close to opponent		Throw	18, 12	-
BRING IT ON	stand close to opponent's left side or		Throw	38	5.7.10.6.10
DEADEND	stand close to opponent's right side or		Throw	22, 22	-
SLAUGHTERHOUSE	stand close to opponent's back or	X	Throw	55	-
REVERSE THROW	show your back to opponent or	or	Throw	-	Throw differs depending on the part with which you catch the opponent.
DOOR MAT	←		Throw	40	Turn around after throw
LEG HOOK THROW	↙		Throw	30	-
ROLL & CHOKE	→		Throw	30	-
LOWER DODGE	(or) or (or)	-	Reversal	-	-

AS A 'LEFTY': HWOARANG

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
RIGHT FLAMINGO FAINT	→ ☆	Special Move	-	without next input, back to "Lefty" standing
MOTION SWITCH		Special Move	-	-
MIGRANE - LEFTY		H,M	10, 12	-
BIG FISTS		H, H, M	6, 10, 12	back to Righty
TOE JAM - LEFTY		H, H	15, 27	to Left Flamingo to Righty
CHAINSAW KICK		H, M	15, 20	-
NOSE BLEEDER - LEFTY		H	32	opponent show his side when he guards
GRAND THEFT - LEFTY		M	20	-
SCREW KICK	→	M, H	18, 20	-
ECOLI - LEFTY		L, H	15, 40	opponent show his side when he guards 2nd hit to Righty
BACKLASH - LEFTY		H	36	damage 54 at clean hit: to Righty
MISDEMEANOR		H	28	opponent show his side at counter hit: to Righty
CHEAP SHOT		H	25	-
CHEAP SHOT-R-TREAT	←	H	25	-
BAD DANCER		H, L	25, 20	-
RIPOFF	→	H	25	opponent show his side when he guards
DISRESPECT - LEFT		Special Move	-	to Righty, show back to opponent
DISRESPECT - RIGHT	during Dis-respect - Left	Special Move	-	to Righty

AS A 'RIGHTY': HWOARANG

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
MOTION SWITCH		Special Move	-	-
LEFT FLAMINGO FAINT	→ ☆	Special Move	-	without next input, back to "Righty" stance
MIGRANE-RIGHT		H, H	5, 8	lever forward to damage 6, 8
SLICE & DICE		H, H, L	5, 8, 10	lever forward to damage 6, 8, 10
HOME SURGERY		H, H, L, H	5, 8, 10, 18	lever forward to damage 6,8, 10, 18
LEFT RIGHT		H, H	5, 10	lever forward to damage 6, 10
REJECTED		H, H, M	5, 10, 16	lever forward to damage 6, 10, 16
REJECTION		H, H, H	5, 10, 25	Damage 37 at clean hit
RUSTY KNIFE		M	15	to Lefty
TETANOUS	→	M	15	to Righty
BODY FLOW		M	10	-
HOT FEET		H, H, H, M	14, 10, 10, 20	-
TOE JAM - RIGHTY		H, H	14, 10	-
HARD ROCKER	→	H, H	14, 20	series starting w/Hot Feet
KITCHEN SINK	←	H, H, H	14, 10, 10	series starting w/Hot Feet
DA BOMB	→	H, H, H	14, 10, 25	series starting w/Hot Feet
DA BOMB TO RIGHT FLAMINGO		H, H, H	14, 10, 10	series starting w/Hot Feet
BLIZZARD KICKS		H, H, H, L	14, 10, 10, 10	series starting w/Hot Feet
RUDE BOY	→	H, M	14, 17	1st hit is same as Hot Feet
AX MURDERER - RIGHTY		H, M	14, 20	1st hit is same as Hot Feet
DOGGIE LIFT - RIGHTY		H	20	-
GRAND THEFT - RIGHTY		H, M	20, 15	-
BIRD HUNTER		L, H	7, 22	-
NOSE BLEEDER - RIGHTY		H	28	opponent show his side at counter hit
CRIPPLER		L	10	opponent show his side at counter hit
REPEATER		M	30	-
TSUNAMI KICK	while standing up	M, M	13, 15	to Lefty
TORPEDO KICK	→	M	30	-

AS A 'RIGHTY' (continued): HWOARANG

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
SKY ROCKET	⇨☆⇩↘	M	23	-
MACHINE GUN KICK (CIVIL DISOBEDIENCE)	···	H, M, M, H	15, 12, 10, 25	-
DISORDERLY CONDUCT	···	H, M, H	15, 12, 20	to Right Flamingo. Lever forward to Righty stance. Series starting w/machine Gun Kick High
PARTY HEARTY	····	H, M, H, M	15, 12, 20, 15	series starting w/Machine Gun Kick High
ROCK YOUR WORLD	····	H, M, M, H	15, 12, 10, 20	to Right Flamingo. Lever forward to Righty stance. Series starting w/Machine Gun Kick
TOTAL OUTRAGE	·····	H, M, M, H, M	15, 12, 10, 20, 15	Highseries starting w/Machine Gun Kick High
MENACE	··⇩·	H, M, L	15, 12, 7	-
MENACE TO SOCIETY	··⇩··	H, M, L, H	15, 12, 7, 13	to Right Flamingo. Lever forward to Righty stance. Series starting w/Menace
MENACE TO SOCIETY DOUBLE KICK	··⇩···	H, M, L, H, M	15, 12, 7, 13, 15	series starting w/Menace
PUBLIC ENEMY	↘··	M, M	17, 21	-
HUNTING HAWK	↗···	M, M, H	15, 14, 25	-
FLYING EAGLE	··	M	15, 28	-
SPIRAL TAP	⇨→·	M	30	-
DYNAMITE HEEL	↙·	Unblockable	40	⇦← to cancel, Left Flamingo stance
ECOLI - RIGHTY	⇨☆⇩↘··	M	22	-
SPIN KICK	↑·	H	20	-
SUPERCHARGER	·	Special Move	-	This makes 1st attack counter hit. unable to guard during charging
DISRESPECT - RIGHTY	·	Special Move	-	to Lefty, show back to opponent
DISRESPECT - LEFT	during Dis-respect - Righty ·	Special Move	-	to Lefty

COMMANDS DURING LEFT FLAMINGO: HWOARANG

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
MOTION SWITCH	·	Special Move	-	-
LEFT FLAMINGO FAINT	→·☆	Special Move	-	without next input, back to "Lefty" stance
LEFT FLAMINGO - LEFT PUNCH	during Left Flamingo ·	H	12	-
LEFT FLAMINGO - RIGHT PUNCH	during Left Flamingo ·	M	12	to Lefty
LEFT FLAMINGO - STEP KICK	during Left Flamingo ·	H	28	to Right Flamingo
LEFT FLAMINGO - CUTTER - RIGHT	during Left Flamingo ↙·	L	15	-
LEFT FLAMINGO - CUTTER - LEFT	during Left Flamingo ↙·	L	12	-
LEFT FLAMINGO - SNAP KICK	during Left Flamingo ⇨·	M	18	to Lefty
LEFT FLAMINGO - SNAP SPIN KICK	during Left Flamingo ⇦·	M	32	opponent shows his side when he guards
LEFT FLAMINGO - ROCKET LAUNCHER	during Left Flamingo ···	M, M, H	22, 10, 25	4th attack of Machine Gun Kick High
LEFT FLAMINGO - KICK COMBO	during Left Flamingo ····	M, M, H, M	22, 10, 20, 15	series starting w/Left Flamingo-Rocket Launcher
POWER BLAST	during Left Flamingo ·	Unblockable	80	⇦← to cancel, Righty stance
LEFT FLAMINGO - BACK DASH	during Left Flamingo ⇦	Special Step	-	-
LEFT FLAMINGO - SIDE STEP A	during Left Flamingo ⇧	Special Step	-	-
LEFT FLAMINGO - SIDE STEP B	during Left Flamingo ⇩	Special Step	-	to Right Flamingo. Lever forward to Righty stance. Series starting w/Left Flamingo-Rocket Launcher
LEFT FLAMINGO - CANNON KICKS	during Left Flamingo ···	Special Step	22, 10, 20	-
LEFT FLAMINGO - STEPIN	during Left Flamingo ⇨	M, M, H	-	

COMMANDS DURING RIGHT FLAMINGO: HWOARANG

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
MOTION SWITCH	·	Special Move	-	-
RIGHT FLAMINGO FAINT	→·☆	Special Move	-	without next input, back to "Lefty" standing
RIGHT FLAMINGO - RIGHT PUNCH	during Right Flamingo ·	H	12	-
RIGHT FLAMINGO - LEFT PUNCH	during Right Flamingo ·	M	12	-
RIGHT FLAMINGO - STEP KICK	during Right Flamingo ·	H	25	-
RIGHT FLAMINGO - CUTTER - RIGHT	during Right Flamingo ↙·	L	13	-
RIGHT FLAMINGO - CUTTER - LEFT	during Right Flamingo ↙·	L	15	to Righty
RIGHT FLAMINGO - SNAP KICK	during Right Flamingo ⇨·	M	18	to Righty
RIGHT FLAMINGO - SNAP SPIN KICK	during Right Flamingo ⇦·	H	32	opponent show his side when he guards
RIGHT FLAMINGO - RIGHT KICK	during Right Flamingo ·	M	20	counter hit = stagger
RIGHT FLAMINGO - STEPIN	during Right Flamingo ⇨	Special Step	-	-
RIGHT FLAMINGO - BACK DASH	during Right Flamingo ⇦	Special Step	-	-
RIGHT FLAMINGO - SIDE STEP A	during Right Flamingo ⇧	Special Step	-	-
RIGHT FLAMINGO - SIDE STEP B	during Right Flamingo ⇩	Special Step	-	-

THROW: YOSHIMITSU

NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
REVERSE THROW	show your back to opponent · or ·	· or ·	Throw	-	Throw differs depending on the part with which you catch the opponent.
JUMPING BODY SLAM	stand close to opponent ·	·	Throw	30	Turn around after throw
SWORD HIT TO FACE	stand close to opponent ·	·	Throw	30	-
WHEELS OF HELL	stand close to opponent's left side · or ·	·	Throw	15, 25	-
SPIRITUAL DIVISION	stand close to opponent's right side · or ·	·	Throw	15, 25	-
TORNADO DROP	stand close to opponent's back · or ·	X	Throw	70	-
RAINBOW DROP	⇩↙←·	·	Throw	50	advantage by 26 frames
LOWER DODGE	↙ (or ⇩) · or ↙ (or) ⇩ ·		Reversal	-	-

MOVE: YOSHIMITSU

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
SAMURAI CUTTER	crouching ↙⇦·	Unblockable	20	-
SHARK ATTACK BLOW	⇨⇨····	M, H, M	40, 40, 30	-
BACK BLOW	⇨·	H	12	Opponent shows his back after hit
BACK FLIPPER	show back to opponent ·	H	15	Opponent shows his back after hit
SLAP-U-SILLY	during Indian Style ·	M	10, 12, 12, 14, 15	-
KANGAROO KICK	during Indian Style ·	M	30	-
SLAP-U-SILLY	⇨·↙·	H, M	12, 10, 10, 12, 12, 14, 15	-
WOOD CHOPPER	⇨⇨··	M, Unblockable	20, 18	-
DOOR KNOCKER	↘····	M, H, H, M	15, 12, 12, 18	Delay
DOOR KNOCKER TO BACK KNUCKLE	↘··	M, H	15, 12	-
FLEA	⇧· ⇩ to cancel	Unblockable	30	-

TEKKEN 3 PLAYER'S GUIDE

FREEPLAY

MOVE (continued): YOSHIMITSU				
NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
AVOIDING THE PUDDLE	↑ (or ↖ or ↗)	M	25	-
SOLAR KICK	→ →	M	22	-
LIFESUCKER	during Solar Kick or during Energy Charge	Throw	-	Recover by draining power from opponent
ENERGY DRAIN	during Solar Kick → or during Energy Charge	Throw	-	Heal opponent by decreasing own power
RUNNING FLEA	during Flea → → or ← ←	Unblockable	15, 15, 15	-
JUMPING FLEA	during Flea ↖ or ↑ or ↗	Unblockable	25	-
SLAP-U-CRAZY	↘ ↙ . .	M, H, M	15, 12, 10, 10, 12, 12, 14, 15	-
DEATHCOPTER TRICK	↗ ←	Unblockable	35	-
MOONSAULT SLAYER	↓ ↘ →	Unblockable	15, 28	-
BAD STOMACH	←	Unblockable	-	-
POISON BREATH	any button during Bad Stomach	Unblockable	35	-
HARAKIRI DANCE	↓ ← . .	Unblockable	3, 3, 3, 3, 3	-
YOSHIMITSU FLASH!	←	Reverse	35	-
YOSHIMITSU BLADE!	→ →	M	18	↓ to sit down after counter hit (Property is throw when counter hit)
ENERGY CHARGE	during Side Step	Special Move	-	-
ENERGY FIELD	during Energy Charge →	Unblockable	10	-
ANTS IN YOUR PANTS TO KANGAROO KICK	during Flea	M	30	-
BRONZE FIST	during Poison Wind ←	Special M	2	Series starting w/Poison Wind (Iron Fist)
STEEL FIST	during Bronze Fist	M	20	Series starting w/Poison Wind (Poison Wind)
GOLD FIST	during Silver Fist ↙	Unblockable	15	Series starting w/Poison Wind (Death Slash Fake)
SILVER FIST	during Steel Fist	Special M	15	Series starting w/Poison Wind (Back Flip)
POWERCHARGER		Special Move	-	This makes 1st attack counter hit, unable to guard during charging

THROW: FOREST LAW					
NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
REVERSE THROW	show your back to opponent or	or	Throw	-	Throw differs depending on the part with which you catch the opponent. Turn around after throw
HOPPING FROG	stand close to opponent		Throw	30	
DRAGON'S FIRE	stand close to opponent		Throw	7, 23	-
HEADLOCK KICK	stand close to opponent's left side or		Throw	40	-
BALLBREAKER	stand close to opponent's right side or		Throw	42	-
DRAGON BITES	stand close to opponent's back or	X	Throw	50	-
HEADLOCK PUNCH	stand close to opponent ↘		Throw	30	-
HEADLOCK DROP	stand close to opponent ↘	X	Throw	35	-
KNEE LIFT	stand close to opponent → →		Throw	28	–
RUN UP TO DROP	→		Throw	30	-
UPPER DODGE	← (or ←)	-	Reversal	-	advantage by 7 frames
LOWER DODGE	↙ (or ↓) or ↙ (or ↓)	-	Reversal	-	advantage by 26 frames
FAKE STEP	←	-	Reversal	-	Law's special, reverse H and M punches

MOVE: FOREST LAW				
NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
LEFT RIGHT COMBO		H, H	5, 12	lever forward to damage 6, 12
MID KICK	↘	M	21	-
CATAPULT KICK HIGH	↓ ↑ (or ↖ or ↗)	M	↑28 ↖25 ↗35	-
CATAPULT KICK LOW	↑ (or ↖ or ↗)	M	↑22 ↖15 ↗25	to Left Somersault (M, 30)
SHAOLIN SPIN KICK		H, H, H	16, 12, 12	-
MACHINE GUN ARROW		H, H, H, H, H	10, 5, 5, 5, 5	successive to Rave War Combo
RAVE WAR COMBO	→	H, M, H	12, 6, 6	2nd and 3rd hit delay
RAVE WAR COMBO		H, H	12, 10	-
RAINBOW KICK	↓ ↑ (or ↖ or ↗)	M	30	damage 20 when hit opponent on the ground
DRAGON LOW KICK	during crouching	L	8	Successive to Triple Head Kick
TRIPLE HEAD KICK		H, H, H	18, 10, 10	-
MID KICK COMBO	during Triple Head Kick →	M	15	-
SLIDE KICK	while crouching ↘ ↓ ↘	L	17	-
CRESCENT KICK	↑	H, M	16, 30	-
RUNNING SIDE KICK	→ → →	M (stagger)	30	-
CHARGE POWER PUNCH	↙ (↑ ↑ to cancel)	Unblockable	100	-
DOUBLE IMPACT	while crouching	L, M	12, 21	-
LOW KICK TO SOMERSAULT	↓	L, M	7, 21	-
FRONT KICK TO SOMERSAULT	while standing up	M. M	12, 21	-
HIGH KICK TO RIGHT SOMERSAULT		H, M	18, 21	-
BODY BLOW TO SOMERSAULT	↓ (or ↓)	L, M	8 (10), 21	-
TRIPLE HEAD KICK TO SOMERSAULT	↓	L, H, H, H, M	8, 10, 10, 10, 21	successive to somersault from either of 1st - 3rd low and high kick
JUMPING KICK TO SOMERSAULT	↑ (or ↖ or ↗)	H, M	25, 25	-
QUICK SOMERSAULT		M	25	-
BACK FLIPPER	or ↑ ↑	M, M	25, 21, (25, 25)	-
DRAGON'S TAIL	↙	L	25	-
RAMPAGE	while crouching	L, M	7, 21	-
SIDE KICK TO SOMERSAULT	while standing up	H, M	28, 25	-
JUNKYARD KICK	←	M, L, M	12, 8, 22	series starting w/Junkyard Kick
BLACKOUT	after supercharger	H	10	-
MUGGING	after supercharger	H, LM	10, 7	-
FROGMAN	↓	M	25, 27	hold ↓ to lay down
DRAGON WHIP	↙		15	-
ELBOW SPRING KICK	↙	M, M	15, 25	overhead kick starting w/elbow spring
POISON ARROW	→	M	40	-
SOMERSAULT FAKE	↓ ↑ (or ↖ or ↗) ☆	M	25	-
DRAGON STORM	←	M, M, M	12, 12, 15	2nd and 3rd kick delay
FAKE STEP	←	Reversal	-	advantage by 10 flames when succeed-opponent shows his back
FAKE STEP BLOW	during Fake Steps	M	43	-
TRICKY TRAP	after Fake Step	H	12	-
TRICKY FIST	after Fake Step	H	12	-
TRICKY LOW KICK	after Fake Step	L	15	-
TRICKY MID KICK	after Fake Step	M	22	-
SUPERCHARGER		Special Move	-	This makes 1st attack counter hit. unable to guard during charging
DOUBLE DRAGON	during Side Step	M, H	16, 22	-
DRAGON BACK BLOW	show back to opponent or	H	15	opponent shows his back
FAKE	↓ ↑ (or ↖ or ↗)	Special Move	-	-

THROW: LEI WULONG

NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
DOUBLE FOOT STOMP	stand close to opponent		Throw	30	-
SLEEPER HOLD	stand close to opponent		Throw	30	-
SAILBOAT STRETCH	stand close to opponent's left side or		Throw	40	-
CLOSING FAN	stand close to opponent's right side or		Throw	5, 10, 25	-
BOOBY TRAP	stand close to opponent's back or		Throw	50	-
REVERSE THROW	show your back to opponent or	or	Throw	-	Throw differs depending on the part with which you catch the opponent.
TRIPPING	stand close to opponent ⇨ →		Throw	33	Do not turn around after throw
DRAGON FALLS	↗		Throw	35	-
OUT OF CONTROL	during Art of Dragon or during Art of Snake		Throw	33	to extend to frm 225 then to Drunken Master
LOWER DODGE	(or ⇩) or (or ⇩)		Reversal	-	Advantage by 26 frames
DRUNKEN MASTER	→		Reversal	-	Lei's special, reverse H and M punches

MOVE: LEI WULONG

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
PLAY DEAD	↓ (or ⇩)	Special Move	-	-
SPRING KICK	lying w/head toward opponent	M	20	-
HOP UP	lying w/feet toward opponent	M	20	-
LEAPING DOUBLE SLICER	lying w/head toward opponent	L, H	7, 21	damage 15, 21 when 1st hit delays
TURN AROUND	← (or ⇦)	Special Move	-	-
SPINNING BACK BLOW	turn your back	H	12	-
LOW BACK SPIN	turn your back ↓ (or ⇩)	L	8	-
REVERSE UPPERCUT	turn your back	M	20	-
REVERSE KICK	turn your back	M	15	-
FLIT-FLIP-FLOP	turn your back	M, M, M	15, 15, 15	turn around
REVERSE DOUBLE SLICER	turn your back ↓ (or ⇩)	L, H	10, 35	↓ or ↑ after 1st hit to Art of Snake
RAVE SPIN		L, H	10, 25	↓ or ↑ after 1st hit to Art of Snake
HOOK & SPINNING BACK BLOW		H, H	18, 18	turn around
TORNADO KICK		M	30	↑ to successive triple hit. ↓ during kick to lie down
TORNADO KICK	→ (or ⇨)	M	30	↑ to successive triple hit. ↓ during kick to lie down
RAZOR RUSH	⇨☆	M, M, M, M, L	10, 8, 8, 8, 15	2nd hit delays w/1st hit damage 8
RAZOR RUSH & HIGH KICK	⇨☆	M, M, M, M, M	10, 8, 8, 8, 15	2nd hit delays w/1st hit damage 8
RUSH COMBO	⇨☆	M, M, M, H, M	15, 12, 5, 17, 20	-
RUSH COMBO & LOW KICK	⇨☆ ↓	M, M, M, H, L	15, 12, 5, 17, 10	-
1,2 KICK	⇨☆	H, M	35, 20	-
1, 2 KICK & LOW KICK	⇨☆ ↓	H, L	35, 10	-
HIGH & LOW KICK		H, L	28, 20	turn around
BEATING LOW KICK	→	H, M, M, L	35, 12, 12, 8, 15	3rd and 4th hit delay
BEATING MIDDLE KICK	→	H, M, M, M	35, 12, 12, 8, 15	3rd hit and after delay
CLEAN SWEEP		M	25	-
DEFENCE BREAKER	⇨☆	H, H, M, M	3rd hit 25 4th hit 30	guard breaker (do not hit when opponent continue guarding) limited only when opponent is in standing guard
PHOENIX ILLUSION	←	Special Move	-	-
PHOENIX STRIKER	during Phoenix Illusion	Unblockable	90	-
HOPPING PHOENIX	during Phoenix Illusion	M, M, M, M	15, 15, 15, 15	successive to Phoenix Striker
GO TO SLEEP	lying on your face w/feet toward opponent	M	18	lie on your face
DEEP SLEEP	lying on your face w/feet toward opponent	L	10	lie on your back during to Rave Spin
LEI ON BACK	lying on your back ↓	Special Move	-	lie on your face
LEI ON STOMACH	lying on your face	Special Move	-	lie on your back
JUMPING KICK	⇨⇨⇨	M	30	stagger
SLEEP TO SLIDING KICK	lying on your face w/head toward opponent	L	15	lie on your back
LIFT TO CANNON	(faint 8 flames)	L, L, M	7, 7, 35	lie on your face
FALLING TREE	or	M	15	-
FALLING TREE	turn your back or	M	15	-
CANNONBALL	←	M	30	-
DRUNK MASTER	⇨ or correspondent to opponent's attack ⇨	Reversal	-	-
SIDEWIND	↓	Special Move	-	lie on your face w/feet toward opponent
STAGGERING SLIDE	during Drunk Master walk	L	15	-
KISS MY FIST	during Drunk Master walk	M	25	-
SPIRAL UPPER		M	18, 20	-
SUPERCHARGER		Special Move	-	This makes 1st attack counter hit. unable to guard during charging
ART OF SNAKE	during side step or ⇩	Special Posture	-	or ⇩ during Art of the Dragon, or ⇧ during Art of Panther, or ⇧ during Art of Tiger, or ⇩ during Art of Crane
RAZOR RUSH TO ART OF SNAKE	⇨☆ then ⇧ or ⇩	M	-	-
RAZOR RUSH TO ART OF DRAGON	⇨☆ then ⇧ or ⇩	M, M	-	-
RAZOR RUSH TO ART OF PANTHER	⇨☆ then ⇧ or ⇩	M, M, M	-	-
RAZOR RUSH TO ART OF TIGER	⇨☆ then ⇧ or ⇩	M, M, M, M	-	-
RAZOR RUSH TO ART OF CRANE	⇨☆ then ⇧ or ⇩	M, M, M, M, M	-	-
BEATING KICK TO ART OF CRANE	⇨ then ⇧ or ⇩	H, M, M, M, M	-	-
SNAKEBITE	during Art of Snake	L	15, 10, 15	quit 3rd hit and → to Art of the Dragon→ after 3rd hit to Art of Panther 3rd hit delays
RUSHING SNAKE	during Art of Snake	H	13, 10, 8, 6, 5, 5	quit combo and → to Art of Snake
RATTLESNAKE	during Art of Snake	M	21	-
LOW KICK	during Art of Snake	L	11	-
ART OF THE DRAGON	during Art of Snake ⇧ or 2nd attack of Razor Rush ⇧ or ⇩	Special Posture	-	or ⇩ during Art of Tiger
DRAGON ROAR	during Art of Dragon	M	20	→ to Art of Tiger
DRAGON SPARK	during Art of Dragon	M	25	→ to Art of Tiger
DRAGON BLAST	during Art of Dragon	H	28	-
DRAGON RUSH COMBO	during Art of Dragon	H, M, M, H	15, 12, 5, 17	-
DRAGON RUSH COMBO TO LOW KICK	during Art of Dragon	H, M, M, H, L	15, 12, 5, 17, 20	-
DRAGON RUSH COMBO TO MID KICK	during Art of Dragon ↓	H, M, M, H, M	15, 12, 5, 17, 10	-
ART OF PANTHER	during Art of Snake ⇩ or 3rd attack of Razor Rush ⇧ or ⇩	Special Posture	-	or ⇧ during Art of Crane
PANTHER'S PAW	during Art of Panther	M	25	When opponent guards, succeed to 2nd hit of Defence Breaker
PANTHER'S SCRATCH	during Art of Panther	L, H	16, 20	-
PANTHER'S TAIL	during Art of Panther	L	18	⇦ after guard or hit to Phoenix Illusion
ART OF PANTHER TO BEATING MIDDLE KICK	during Art of Panther	H, M, M, M, M	26, 12, 12, 8, 15	-
ART OF PANTHER TO BEATING LOW KICK	during Art of Panther	H, M, M, M, L	26, 12, 12, 8, 15	-
ART OF TIGER	during Art of Dragon ⇧ or 4th attack of Razor Rush ⇧ or ⇩	Special Posture	-	-
TIGER'S STRIKE	during Art of Tiger	M	25	-
TIGER'S CLAW	during Art of Tiger	M	26	-
TIGER'S TAIL	during Art of Tiger	L	20	-
TIGER KICK	during Art of Tiger	H	32	-
TIGER KICK TO RAZOR RUSH KICK	during Art of Tiger	H, M ,M, M, M, M	32, 10, 8, 8, 8, 15	3rd hit delays. in the case damage of 1st hit 8
TIGER KICK TO RAZOR RUSH	during Art of Tiger	H, M, M, M , M, L	32, 10, 8, 8, 8, 15	3rd hit delays. in the case damage of 1st hit 8
ART OF CRANE	during Art of Panther ⇩, or after Razor Rush Middle Kick ⇧ or ⇩	Special Posture	-	-
CRANE KICK	during Art of Crane	L	20	-

TEKKEN 3 PLAYER'S GUIDE

FREEPLAY

MOVE (continued): LEI WULONG				
NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
CRANE DANCE	during Art of Crane	M, L, M, M	21, 10, 10, 15	2nd, 3rd, 4th hit delays
CRANE'S BILL	during Art of Crane	M	27	-
WING OF CRANE	during Art of Crane	H	30	-

THROW: NINA WILLIAMS					
NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
ARM GRAB FLIP	stand close to opponent		Throw	30	-
OVER THE BACK TOSS	stand close to opponent		Throw	30	-
SHOULDER THROUGH BUSTER	stand close to opponent		Throw	35	-
SHOULDER THROUGH ARM BREAKER	during Shoulder Through Buster	X	Throw	10	-
TRIANGLE HOLD	stand close to opponent's left side or		Throw	40	-
HAMMER THROW	stand close to opponent's right side or		Throw	38	-
REVERSE THROW	show your back to opponent or	or	Throw	-	Throw differs depending on the part with which you catch the opponent.
LEAPING TRIANGLE HOLD	stand close to opponent's back or	X	Throw	60	Turn around after throw
COUNTER ATTACK	correspondent to opponent's attack or	-	Reversal	-	-
LOWER DODGE	( ) or or	-	Reversal	-	advantage by 26 frames
ELBOW SMASH	stand close to opponent ↘		Throw	50	-
JUMPING FLIP	stand close to opponent ↗		Throw	40	-
BACK HAND SLAP	stand close to opponent		Throw	15	-
ARM SNAP	during Back Hand Slap		Throw	30	If escaped, retaliative damage 5
ARM BREAK	during Back Hand Slap		Throw	20	If escaped, retaliative damage 5
DOUBLE ARM BREAK	during Arm Break		Throw	25	If escaped, retaliative damage 20
FALLING ARM BREAK	during Arm Break		Throw	25	If escaped, retaliative damage 20
TRIPLE SLAPS	during Back Hand Slap		Throw	15, 15	If escaped, retaliative damage 5
NECK CRUSHER	during Triple Slaps		Throw	35	If escaped, retaliative damage 5
LEG STRETCH ARM LOCK HOLD	during Triple Slaps		Throw	45	If escaped, retaliative damage 5
CRAB HOLD	stand close to opponent		Throw	15	-
HEEL HOLD	during Crab Hold		Throw	20	If escaped, retaliative damage 18
LEAPING HEEL HOLD			Throw	20, 20	successive to Triangle Hold or Double Heel Hold. If escaped, retaliative damage 18
LEG CROSS HOLD	during Heel Hold		Throw	35	
DOUBLE HEEL HOLD	during Heel Hold		Throw	45	-
COMMANDO ARM LOCK	during Crab Hold		Throw	35	If escaped, retaliative damage 18
BETRAYER	stand close to opponent ←	X	Throw	15	-
TWISTED NIGHTMARE	during Betrayer		Throw	28	-
LEG STRETCH ARM LOCK HOLD	during Twisted Nightmare		Throw	45	-
NECK CRUSHER	during Twisted Nightmare		Throw	35	-
ARM BREAKER	during Betrayer		Throw	20	-
DOUBLE ARM BREAK	during Arm Breaker		Throw	25	If escaped, retaliative damage 20
FALLING ARM BREAK	during Arm Breaker		Throw	25	If escaped, retaliative damage 20

MOVE: NINA WILLIAMS				
NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
LEFT RIGHT COMBO		H, H	4, 10	successive to Left High Kick Lever forward to damage 5, 10
BLONDE BOMB	→ or or while standing up	M	20, (30) 20	Damage 30 (45) 30 at clean hit
BERMUDA TRIANGLE	( )	H (M), H, H	4, 10 (15), 15	starting w/ makes 2nd damage 15
JAB-ROUNDHOUSE		H, H	10, 15	-
DOUBLE SMASH		H, H	10, 20	-
JAB-SWEEP	↓	H, L	10, 10	-
FORWARD FLIP KICK	→ (or)	M	20	damage 30 at clean hit. When attack does not hit (guarded or unguarded), damage 5 to player
LEG SLICER (COMBO)		M, H, H	10, 10, 6	-
FLASH KICKS		M, H, H, H	10, 6, 8, 15	-
UPPERCUT-JAB		M, H	10, 15	at the end to succeed to Bermuda Triangle
CAN OPENER		H, L, H	20, 10, 14	-
JAB TO MID KICK	or while crouching	Special M, M	5, 10	-
RUNNING JUMP KICK		M	20	hitting standing opponent succeeds to Crab Hold
POWER CHARGE	(to cancel)	Unblockable	95	-
LEFT HIGH TO RIGHT HIGH KICK		H, H	25, 15	-
SIT SPIN TO RIGHT HIGH KICK	↓ or	L, H	12, 15	-
JAIL CRUSHER	( ) ↓	H (M), H, L, H	4, 10 (15), 10, 15	starting w/ makes 2nd damage 15
JAIL CRUSHER TO UPPERCUT	( ) ↓	H (M) H, L, M	4, 10 (15), 10, 10	starting w/ makes 2nd damage 15
DOUBLE EXPLOSION	( ) →	H (M) H, H, H, M	4, 10 (15), 6, 6, 20	starting w/ makes 2nd damage 15
DOUBLE EXPLOSION	( ) →	H (M) H, M	4, 10 (15), 20	Variation
L&R LOW KICK	↓ (or) ↓	L, L	12, 7	-
GEYSER CANNON	↙	M	25	-
SLICER		L	10	-
GEYSER CANNON COMBO		L, M	10, 25	-
RIGHT BACKHAND BODY BLOW		M	20	damage 30 at clean hit
SPIKE COMBO TO RIGHT HIGH KICK		H, L, H	25, 10, 15	-
SPIKE COMBO TO RIGHT UPPERCUT		H, L, M	25, 10, 10	-
SPIKE COMBO TO RIGHT LOW KICK	↓	H, L, L	25, 10, 7	-
CREEPING SNAKE		M, H, H, L	10, 12, 6, 8	or during to side step *
CREEPING SNAKE TO LEFT LOW KICK	↓	M, H, L	10, 12, 10	or during to side step *
CREEPING SNAKE TO LEFT HIGH KICK		M, H, H	10, 12, 20	or during to side step *
CREEPING SNAKE TO RIGHT HIGH KICK		M, H, H	10, 12, 15	can be delayed. or during to side step *
SHAKESHOT	during side step	M	15	not successive from * mark side step
LIFTSHOT	during side step	M	15	not successive from * mark side step counter hit flaws opponent higher
FLASH KICK TO LEFT LOW KICK		M, H, H, L	10, 6, 8, 10	-
FLASH KICK TO BLONDE BOMB	→	M, H, H, H, H, M	10, 6, 8, 10, 6, 20	-
BLONDE TO RIGHT UPPERCUT		H, L, M	15, 15, 10	lever forward to damage 16, 15, 10
BLONDE TO RIGHT LOW KICK	↓	H, L, L	15, 15, 7	lever forward to damage 16, 15, 7
BLONDE TO RIGHT HIGH KICK		H, L, H	15, 15, 15	lever forward to damage 16, 15, 15
HOPPING LOW KICK TO RIGHT UPPERCUT	↓	L, M	25, 10	-
HOPPING LOW KICK TO LEFT MID KICK	↓	L, M	25, 15	-
HOPPING LOW KICK TO RIGHT HIGH KICK	↓	L, H	25, 15	-
LEFT MIDDLE TO RIGHT HIGH KICK		M, H	10, 15	-
TOE KICK	↓ (or)	Special M, M	8 (10), 15	-
BITING SNAKE	( )	H (M) H, H, L	4, 10, (15), 6, 8	starting w/ makes 2nd damage 15

MOVE (continued): NINA WILLIAMS

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
RIGHT LOW KICK TO BACK SPIN CHOP	↓ (or ⇩) ⁘ ⁘	L, H	10 (7), 10	can be delayed. ⇧ or ⇩ during Back Spin Chop to cancel chop and to side step
RIGHT HIGH TO LEFT SPIN LOW KICK	⁘ ⁘	H, L	15, 15	lever forward to damage 16, 15
LEFT SPIN LOW KICK TO RIGHT UPPERCUT	↓ (or ⇩) ⁘ ⁘	L, M	12, 10	-
PDK COMBO TO RIGHT UPPERCUT	⁘ ↓ ⁘ ⁘	H, L,M	10, 10, 10	-
PDK COMBO TO RIGHT HIGH KICK	⁘ ↓ ⁘ ⁘	H, L, H	10, 10, 15	-
LEFT BACKHAND BODY BLOW	← ⁘	H	15	-
ASSAULT BOMB	⇘ ⁘ ⁘ ⁘ → ⁘	M, H, H, M	10, 10, 6, 20	-
SHUT UP	⇦ ⇙ ⇩ ↘ ⁘	M	24	-
TWISTED MIND	while opponent is down ⇩ or ⁘	Down	20	damage 10 when not trumbling
BAD HABIT	⇨ ⇨ ⁘ or ⇩ ⇘ → ⁘	M	25	-
WIPE THE FLOOR	↓ ⇘ ⁘	L	18	-
SLAP	← ⁘	H	15	-
DOUBLE SLAP	⇦ ⁘ ⁘	H, H	15, 18	when only 2nd attack hit, opponent shows his side
HEEL SLICER	during side step ⁘	L	10	-
PANTHER CLAW	⇨ → ⁘	H	21	-
QUICK PANTHER CLAW	⇨ ⇨ ⁘	H	15	Range shorter than Panther Claw, property M when opponent is during crouching forward move
HELPING HAND	⇙ ⁘	M	10	-
ASSASIN DAGGER	⇨ → ⁘	H	20	opponent shows his side
SPIRAL EXPLOSION	during side step ⁘	M	20	damage 30 at clean hit
EVIL MIST	⇩ ⇘ ⇨ ↙ ⁘	H Unblockable	0	stagger
SUPERCHARGER	⁘	Special Move	-	This makes 1st attack counter hit. unable to guard during charging

THROW: PAUL PHOENIX

NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
OVER THE SHOULDER	stand close to opponent ⁘	⁘	Throw	30	-
SHOULDER POP	stand close to opponent ⁘	⁘	Throw	30	-
DRAGON SCREW	stand close to opponent's left side ⁘ or ⁘	⁘	Throw	45	-
FALL AWAY	stand close to opponent's right side ⁘ or ⁘	⁘	Throw	40	-
REVERSE NECK THROW	stand close to opponent's back ⁘ or ⁘	X	Throw	50	-
REVERSE THROW	show your back to opponent ⁘ or ⁘	⁘ or ⁘	Throw	-	Throw differs depending on the part with which you catch the opponent.
COUNTER ATTACK	correspondent to opponent's attack ← ⁘ or ← ⁘	-	Reversal	-	Turn around after throw
FOOT LAUNCH	← ⁘	⁘	Throw	35	-
PUSH AWAY	stand close to opponent ⇨ → ⁘	⁘	Throw	35	-
TWIST & SHOUT	stand close to opponent ↘ ⁘	⁘	Throw	40	-
ULTIMATE TACKLE	↙ ⁘	← ⁘	Unblockable throw	5	-
ULTIMATE PUNCH	during tackle ⁘ ⁘ ⁘ ⁘ ⁘	⁘ or ⁘	Throw	5, 5, 5, 5, 5	-
ULTIMATE CHOKE	during tackle ⁘ ↓ ⁘ ⁘ ☆ ⁘ ⁘ ⁘	X	Throw	5, 8, 8, 35	-
ARM BREAKER	during tackle ⁘	see Kings	Throw	25	-
ULTIMATE PUNCH TO ARM BREAKER	Ultimate Punch x 3 ⁘	see Kings	Throw	5, 5, 5, 25	-

MOVE: PAUL PHOENIX

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
LEFT RIGHT COMBO	⁘ ⁘	H, H	5, 15	lever forward to damage 6, 15
JAB-ROUNDHOUSE	⁘ ⁘	H, H	12, 21	-
QUICK PK COMBO	forward ⁘ ⁘	H, H	12, 20	-
JAB-SWEEP	⁘ ↓ ⁘	H, L	12, 8	-
REVERSE PDK COMBO	⁘ ⁘	H, L	5, 8	-
SHREDDER	⇗ ⁘ ⁘	M, M	17, 28	-
PHOENIX SMASHER	⇩ ⇘ ⇨ ⁘	M	33	damage 49 at clean hit
BONE BREAKER	during crouching ⁘ ⁘	L, M	15, 20	-
NEUTRON BOMB	⇨ ⇨ ⁘	M (stagger)	20	-
DOWN STRIKE	(opponent is down) during crouching ⁘	down	16	-
DOUBLE HOP KICK HIGH	⇨ ⇨ ⁘ ⁘ ⁘	M, M, H	20, 15, 25	-
TRIPLE KICK COMBO	⇨ ⇨ ⁘ ⁘ ⇨ (or ⇘) ⁘	M, M, M	20, 15, 15	-
DOUBLE HOP KICK LOW	⇨ ⇨ ⁘ ⁘ ⇩ (or ⇙) ⁘	M, M, L	20, 15, 15	-
HAMMER PUNCH	during crouching ⁘	M	15	-
HAMMER PUNCH TO POWER PUNCH	during crouching ⁘ ⁘	M, M	15, 26	-
HANG OVER	during crouching ⁘ ⁘ ⁘	M, L, M	15, 15, 21	-
JAW BREAKER	while crouching ↘ ⁘	M	21	-
GUT BUSTER	while crouching ↘ ⁘ ⁘	M, M	21, 25	2nd hit delays. damage 20, 19 at delay attack
STONE BREAKER	while crouching ↘ ⁘ ⁘	M, L	21, 21	2nd hit delays
FLASH ELBOW	⇨ → ⁘	M	15	-
BURNING FIST	← ⁘	Unblockable	100	-
INCOMPLETE SOMERSAULT	↓ (60 flames) ⇧ ⁘	M	25	damage 15 to player
SHOULDER TACKLE	⇨ ⁘	M	20	-
THRUSTER	⇩ ⇘ ⇨ ⁘	H	20	-
HAMMER OF THE GODS	⇨ ⁘	M	32	-
SUPERCHARGER	⁘	Special Move	-	This makes 1st attack counter hit. unable to guard during charging
SWAY	⇩ ⇙ ←	Special Move	-	-
RUBBERBAND ATTACK	⇩ ⇙ ⇦ ☆ ⁘	M	18	-
GOD HAMMER PUNCH	⇩ ⇙ ⇦ ☆ ⁘	M	15	-
SWAY & LOW KICK	⇩ ⇙ ⇦ ☆ ⁘	L	12	-
RAPID FIRE	⇩ ⇙ ⇦ ☆ ⁘ ⁘	L, M	12, 15	-
RAPID FIRE TO PHOENIX SMASHER	⇩ ⇙ ⇦ ☆ ⁘ ⁘ ⁘	L, M, M	12, 21, 25	3rd hit delays. damage 12, 21, 19 at delay attack
RAPID FIRE TO STONE BREAKER	⇩ ⇙ ⇦ ☆ ⁘ ⁘ ⁘	L, M, L	12, 21, 21	3rd hit delays

THROW: LING XIAOYU

NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
JADE	stand close to opponent ⁘	⁘	Throw	10, 20	
RUBY	stand close to opponent ⁘	⁘	Throw	30	-
ARM FLIP	stand close to opponent's left side ⁘ or ⁘	⁘	Throw	45	-
DUMP THE BUCKET	stand close to opponent's ⁘ or ⁘	⁘	Throw	38	-
CRANK UP	stand close to opponent's back ⁘ or ⁘	X	Throw	50	-
CRADLE THROW	during Art of Phoenix ⇩ ⁘ or ⇩ ⁘	⁘ or ⁘	Throw	-	-

TEKKEN 3 PLAYER'S GUIDE

FREEPLAY

THROW: LING XIAOYU

NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
REVERSE THROW A	show your back to opponent or	or	Throw		Throw differs depending on the part with which you catch the opponent. Do not turn around after throw-
REVERSE THROW B	show your back to opponent → → or →	or	Throw	-	
					-
SO SHOE ME	→		Throw	4	-
BACK LAYOUT	show your back to opponent →	-	Throw	17, 30	-
DISLOCATER	stand close to opponent ←		Throw	35	-
UPPER DODGE		-	Reversal	-	-
LOWER DODGE	or	-	Reversal	-	-
REVERSE UPPER DODGE	showing your back to opponent	-	Reversal	-	-
REVERSE LOWER DODGE	showing your back to opponent	-	Reversal	-	-

MOVE STANDING: LING XIAOYU

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
STORMING FLOWER		M	25	damage 35 at clean hit. False Salute after counter hit
BAYONET		H, H	4, 7	lever forward to damage 5, 7
BAYONET MCTWIST		H, M	4, 10	lever forward to damage 5, 10
GREAT WALL - LEFT		M	10	-
GREAT WALL - RIGHT		M	10	-
BUTTER THE BREAD (BELLY CHOP- FORWARD)	↘	M	10	-
BELLY CHOP - BACKWARD		M	10	-
SINGLE FAN - BACKWARD		M	5	-
SINGLE FAN - FORWARD	↑	M	5	-
DOUBLE FAN - FORWARD		M	5, 8	-
HYDRANGEA (DOUBLE FAN - FORWARD)		M	5, 8, 12	-
FORTUNE COOKIE		M	5, 8, 12, 25	-
GINGER SNAP		M	5, 8	-
FLAPPING WINGS (SUNSET FAN)		M	7, 7, 7	-
FLAPPING WINGS	↓	M	7, 7, 7	-
APRIL SHOWERS		H, M	8, 10	-
MAY FLOWERS	↘	H, M	8, 10	-
SUNFLOWER	while standing up	M	12	-
BUTTER THE BREAD		M	15	-
LOTUS TWIST	while crouching ↘	Special M	10, 15	-
SHADY LOTUS	while crouching ↘ ↘	Special M	10	-
CLOUD KICK		H	25	-
RACCOON SWING	→	M	13	-
FIRE DANCER	while crouching	L,H,H,M	8, 6, 6, 12	4th hit delays
STEP KICK	→	M	25	-
FLOWER GARDEN (DOUBLE MAP SWEEP)	while crouching	L, L	6, 10	stop at 2nd hit to Art of Phoenix
SKYSCRAPER KICK	while standing up	M	14	-
CYANIDE		M	25	opponent down at counter hit
HYPNOTIST		Special Move	-	-
SPIN STICKER	during Hypnotist	M	25/30/35	damage changes depending on walk distance at clean hit: 37, 45, 49
THUNDER STRIKE	during Hypnotist	Unblockable	40/50/80	damage changes depending on walk distance
SUNFLOWER (WAKE UP CALL)	while standing up	M	12	to face to face position
X MARKS THE SPOT	→	M, M	12, 27	opponent bounds on ground at counter hit
NUTCRACKER		L	10	opponent down at counter hit
FRONT LAYOUT	→	M	25	hit opponent on the ground
KNEE CRACKER		Guard Breaker	-	guard breaker opponent stuns longer at clean hit
CARTWHEEL		Special Move	-	move to opponent's right side
CARTWHEEL		Special Move	-	move to opponent's left side
LEFT SPINNER		Special Move	-	side step-far
RIGHT SPINNER		Special Move	-	side step-close
LOW BACK TURN	while crouching ↙	Special Move	-	-
FALSE SALUTE		Special Move	-	-
GREETINGS		Special Move	-	hit w/o damage
SUPERCHARGER		Special Move	-	This makes 1st attack counter hit. unable to guard during charging

ART OF PHOENIX: LING XIAOYU

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
ART OF PHOENIX	or ↓	-	-	-
ART OF PHOENIX TO LEFT HANDFULL	during Art of Phoenix	M	7	-
ART OF PHOENIX TO RIGHT HANDFULL	during Art of Phoenix	M	12	-
ART OF PHOENIX TO WAVE CREST - QUICK	or immediately after Art of Phoenix	M	14	quick start, long stun
ART OF PHOENIX TO WAVE CREST - POWER	during Art of Phoenix	M	16	slow start, short stun
ART OF PHOENIX TO WAVE CREST - HEAVY	during Art of Phoenix	M	25	slow start, shorter stun
ART OF PHOENIX TO KNEE STABBER	during Art of Phoenix	L	15	-
ART OF PHOENIX TO DOUBLE BARREL SHOTGUN	during Art of Phoenix or or	M, H	15, 23	-
ART OF PHOENIX TO DOUBLE SCISSOR KICK	during Art of Phoenix or or	M, M	15, 25	-
ART OF PHOENIX TO SKY KICK	during Art of Phoenix or or at Landing	L	19	
ART OF PHOENIX TO JUMPING PIROUETTE	during Art of Phoenix or or ☆	M	30	opponent shows his back at hit
ART OF PHOENIX TO BACK KICK	during Art of Phoenix	M	23	-
ART OF PHOENIX TO FLOWER SCISSORS	during Art of Phoenix	M	23	-
ART OF PHOENIX TO FIRECRACKER	during Art of Phoenix	L	15	-
ART OF PHOENIX TO FIRECRACKER - SIDE STEP	during Art of Phoenix	L	15	rolling - far
ART OF PHOENIX TO FIRECRACKER - SIDE STEP	during Art of Phoenix	L	15	rolling - close
ART OF PHOENIX TO FLOWER GARDEN	during Art of Phoenix	L, L	7, 10	-
ART OF PHOENIX TO FLOWER POWER	during Art of Phoenix	M, M	8, 12	↑ of Flower Power to show back to opponent
ART OF PHOENIX TO CRANE KICK	during Art of Phoenix or or ☆	M	25	-
ART OF PHOENIX TO BUTTERFLY	during Art of Phoenix	Special Move	-	-
ART OF PHOENIX TO JUMP	during Art of Phoenix	Special Move	-	-
ART OF PHOENIX TO BACK TURN	during Art of Phoenix	Special Move	-	-
ART OF PHOENIX TO ROLL BALL	during Art of Phoenix	Special Move	-	-

PLAYER'S GUIDE

FREEPLAY

SHOWING BACK: LING XIAOYU

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
RAIN DANCE		-	-	-
DARK & STORMY	during Rain Dance	H, H, M	10, 10, 15	3rd hit delays
MISTRUST	during Rain Dance	M	16	-
BACK CIRCLE BREAKER (FORWARD)	during Rain Dance	L	15	-
BACK CIRCLE BREAKER (AWAY)	during Rain Dance ↓	L	15	-
CYCLONE (LEFT)	during Rain Dance	M	25	-
BACK LAYOUT	during Rain Dance →	M	20	-
ULTRA PHOENIX	during Rain Dance	Special Move	-	-
CALIFORNIA ROLL	during Rain Dance	Special Move	-	to crouching
SPIN TORNADO	during Rain Dance	Special Move	-	side step - far
SPIN TORNADO	during Rain Dance	Special Move	-	side step - close

THROW: KING

NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
WINDING NUT	stand close to opponent		Throw	35	-
SUPLEX	stand close to opponent		Throw	35	-
ARGENTINA BACKBREAKER	stand close to opponent's left side or		Throw	20, 20	-
KNEE CRUSHER	stand close to opponent's right side or		Throw	42	-
HALF BOSTON CLUB	stand close to opponent's back	X	Throw	60	-
COBRA TWIST	stand close to opponent's back	X	Throw	60	-
STRETCH BUSTER	stand close to opponent's back →	X	Throw	75	-
REVERSE THROW	show your back to opponent or	or	Throw	-	Throw differs depending on the part with which you catch the opponent. Turn around after throw.
FALLING HEADLOCK	stand close to opponent ↓ ↙		Throw	55	
TOMBSTONE PILE DRIVER	stand close to opponent →		Throw	58	-
SPINNING THROW	stand close to opponent →		Throw	70	damage decrease to 35 by defensive fall
FRANKENSTEINER		X	Throw	45	-
FRANKENSTEINER		X	Throw	15 + 45	-
FIGURE FOUR LEG LOCK	stand close to opponent ↙		Throw	32	by opponent reverse w/Reverse Figure Four Leg Lock (damage 26 to King)
KNEE BASH	stand close to opponent ↘		Throw	30	-
MUSCLE BUSTER	←		Throw	50	
JUMPING POWER BOMB	close to crouching opponent or		Low Throw	45	-
LOWER DODGE	(or) or (or)	-	Reversal	-	Advantage by 26 frames
LEG SCREW	correspondent to opponent's attack ← or ←	-	Reversal	-	Reverse right kick only
DOUBLE HEEL HOLD	correspondent to opponent's attack ← or ←	-	Reversal	-	Reverse left kick only
ULTIMATE TACKLE	↓ or ↙ or ↘		Unblockable throw	5	opponent to reverse and mount (no move succeed)
ULTIMATE PUNCH	after tackle	or	Throw	5, 5, 5, 5, 5	after tackle
CROSS ARM LOCK	after tackle		Throw	25	successive from 3rd punch, only Paul,Jin,Nina,King can reverse by (damage 10)
CROSS ARM LOCK TO ARM TWIST	during Cross Arm Lock	X	Throw	10	
LEG CROSS HOLD	after tackle		Throw	20	successive 3rd punch only Nina and King can reverse by (damage 10)
STRETCH COMBO	during Leg Cross Hold	X	Throw	20, 20	-
SHOULDER CRACKER	stand close to upper half of opponent lying on back or		Down Throw	28	-
SWING AWAY	stand close to lower half of opponent lying on back		Down Throw	15, 15	-
HEAD BOMBER	stand close to lower half of opponent lying on back		Down Throw	33	-
FIGURE 4 LEG LOCK	stand close to lower half of opponent lying on back ↙		Down Throw	33	-
OVER TURNING	stand close to left side of opponent lying on back or		Down Throw	0	turn opponent to lie on face
OVER TURNING	stand close to right side of opponent lying on back or		Down Throw	0	turn opponent to lie on face
WING TEARER	stand close to upper half of opponent lying on face or		Down Throw	32	-
HALF BOSTON CLUB	stand close to lower half of opponent lying on face or		Down Throw	30	-
CAMELCRATCH	stand close to left side of opponent lying on face or		Down Throw	35	-
BOW & ARROW STRETCH HOLD	stand close to right side of opponent lying on face or		Down Throw	37	-
THROW AWAY	stand close to opponent ←	X	Throw	0	-
THROW AWAY FEINT	stand close to opponent ←		Throw	0	input during 1-16 frames of Throw Away
THROW AWAY KNOCK DOWN	stand close to opponent ←		Throw	8	input during 1-16 frames of Throw Away
THROW & DESTROY	stand close to opponent ←		Throw	10	input during 1-16 frames of Throw Away
TURN AROUND	stand close to opponent ←		Throw	0	← input during 59-63 frames of Throw Away
PILE DRIVER	stand close to opponent →		Throw	25	for opponent ? to escape during throw
BOSTON CLUB	wait 10 frames during Pile Driver	X	Throw	25	-
DOUBLE ARM FACE BUSTER	during Pile Driver	X	Throw	30	-
HI-JACK BACK BREAKER	at Stomach Smash counter hit		Throw	30	-
JAGUAR DRIVER	at Stomach Smash counter hit		Throw	60	-
STANDING HEEL HOLD	stand close to opponent ↘		Throw	30	-
INDIAN DEATH LOCK	during Standing Heel Hold		Throw	30	for opponent to escape: damage to King 10
KING'S BRIDGE	during Indian Death Lock	X	Throw	50	-
S.T.F.	during Standing Heel Hold		Throw	35	for opponent to escape: damage to King 10
SCORPION DEATH LOCK	during Standing Heel Hold		Throw	40	for opponent to escape: damage to King 10
ARM BREAKER	stand close to opponent ↘		Throw	20	-
TRIPLE ARM BREAKER	during Arm Breaker		Throw	10, 15	-
ARM BREAKER TO HEAD JAMMER	during Arm Breaker		Throw	20	-
STRUGGLE COMBINATION	during Arm Breaker to Head Jammer	X	Throw	25	-
CHICKENFACE WING LOCK	during Arm Breaker		Throw	25	-
DRAGON SLEEPER FINISH	during Chickenface Wing Lock		Throw	30	-
ROLLING CRADLE FINISH	during Chickenface Wing Lock		Throw	75	1.1.2.3.4.4.4.4.4.4.4.4.4.4.4.4.4.4.4.4.4

KING'S SPECIAL COMBO (A SERIES FROM REVERSE STRETCH SPECIAL BOMB TO MUSCLE BUSTER): KING

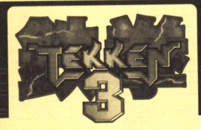
NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
REVERSE STRETCH SPECIAL BOMB	stand close to opponent ↘		Throw	28	-
REVERSE STRETCH SPECIAL BOMB	stand close to opponent ↘		Throw	28	throw crouching opponent
CANNONBALL BUSTER	during Reverse Stretch Special Bomb	X	Throw	18	-
MANHATTAN DROP	during Cannonball Buster		Throw	17	-
VICTORY BOMB	during Manhattan Drop	X	Throw	20	-
GIANT SWING	during Victory Bomb		Throw	27	-
MUSCLE BUSTER	during Victory Bomb		Throw	32	-
CANNONBALL BUSTER	during side step (when grabbing opponent's back, left or right side)	or	Throw	18	opponent can not escape when grabbed from behind
MANHATTAN DROP	during Cannonball Buster		Throw	17	-
VICTORY BOMB	during Manhattan Drop	X	Throw	20	-
GIANT SWING	during Victory Bomb		Throw	35	-
MUSCLE BUSTER	during Victory Bomb		Throw	32	-

WONDERFUL CHAIN COMBO (A SERIES FROM REVERSE ARM SLAM TO GIANT SWING): KING

NAME	COMMAND (• = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
REVERSE ARM SLAM	stand close to opponent ⇒ ↘		Throw	25	-
REVERSE ARM SLAM	stand close to opponent ⇒ ↘		Throw	25	-
BACK DROP	during Reverse Arm Slam	or	Throw	18	for opponent to escape A, to escape B
GERMAN SUPLEX	during Back Drop		Throw	18	-
POWER BOMB	during German Suplex	X	Throw	22	-
GIANT SWING	during Power Bomb		Throw	27	-
MUSCLE BUSTER	during Power Bomb		Throw	32	-

MOVE: KING

NAME	COMMAND (• = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
PALM ATTACK		H, H	6, 15	lever forward to damage 7, 15
PALM ATTACK TO ATTACK		H, H, M	6, 15, 10	lever forward to damage 7, 15, 10
EXPLODER	or ⇒⇒	M (stagger)	25	-
RUNNING EXPLODER	⇒⇒⇒	H (stagger)	40	property becomes M occasionally
KONVICT KICK	⇒⇒	M	30	-
CAPITAL PUNISHMENT	⇗	M	35	-
STAGGER KICK	⇓ or ↓ ↘	L, L, L	13, 7, 7	-
STAGGER KICK	⇓ or ↓ ↘	L, L, L, L, L	17, 7, 5, 4, 3	damage changes at counter hit. 3rd hit and after are blockable
ELBOW DROP	⇑ (or ⇖ or ⇗)	M	35	-
K'S FLICKER	⇒⇒	M	20	opponent is tossed up at counter hit
STOMACH SMASH	⇒⇒☆	L	6	stagger at counter hit
CROUCHING UPPERCUT	↓ ↘	M	20	-
HEAD FIRST LUNGE	⇒⇒	start H, later L (stagger)	15	-
FRANKEN STEINER	⇘	M	15	-
JAB UPPERCUT		H, M	10, 12	lever forward to damage 12, 10
JAB UPPERCUT	while crouching	Special M, M	5, 15	-
MOONSAULT BODY PRESS		Unblockable	25	or show back to opponent
JAGUAR LARIAT	→	H Unblockable	50	-
ELBOW DROP	⇓	M	15	-
SPINNING UPPERCUT	after 1st hit of Stagger Kick	M	10	When Stagger Kick is counter, successive from either 1st 2nd 3rd hit
DISGRACEFUL KICK	⇐	H	20	damage 30 at clean hit
HEAD SPINNER		M, M	15, 21	can be delayed a little. successive
ATOMIC BLASTER	turn back	H Unblockable	50	-
DEADLY BOOMERANG	during side step	H	60	-
LAY OFF	stand close to opponent ⇒ →	Unblockable	-	advantage by 16 flames
BLACK BOMB	⇒ ⇓ ⇘ ☆	M	28	opponent bounds on ground at counter hit
LEG BREAKER	↓ ⇘	L	21	-
KNOCKOUT PUNCH	during side step	H	30	stagger at counter hit
SHOULDER TACKLE	⇒	M	40	-
SUPERCHARGER		Special Move	-	This makes 1st attack counter hit. unable to guard during charging



TEN HIT COMBOS

10 HIT COMBO — JIN KAZAMA NO. 1

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)			☆					☆		
Property	H	H	M	H	L	H	H	M	M	M
Damage	15	6	10	10	7	5	7	10	15	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)								☆		
Property								M		
Damage								21		

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇐		☆		☆					☆
Property	H	H	H	L	M	M	L	H	H	M
Damage	12	10	10	8	6	6	5	5	5	21

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)										☆⇓
Property										L, H
Damage										21, 21

10 HIT COMBO — LING XIAOYU

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇑	☆		☆			☆	☆		
Property	M	H	H	M	M	H	L	L	M	M
Damage	20	4	7	12	10	15	6	10	14	20

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)				☆		☆		☆		
Property				L	L	M	M	L	M	M
Damage				6	10	12	12	10	16	21

10 HIT COMBO — JIN KAZAMA NO. 2

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)									☆	
Property								L	M	Unblockable
Damage								5	25	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	⇒→				☆		☆			
Property	H	H	H	H	M	M	L	H	M	M
Damage	7	8	6	7	6	11	5	5	8	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)			☆		☆			☆		
Property			M	M	L	M	L	M	Unblockable	
Damage			7	10	5	7	5	25	30	

10 HIT COMBO — KING

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)										
Property										M
Damage	25 (when opponent is down, damage 15)									

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)				☆					☆	
Property	H	H	M	M	H	L	L	L	M	M
Damage	5	15	10	6	6	5	5	5	7	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)						☆			☆	
Property					H	M	L	L	L	Throw
Damage					8	10	5	5	6	30

10 HIT COMBO — FOREST LAW

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	↘ ●	●	●	☆ ●	●	☆ ●	●	●	●	●
Property	M	H	M	H	H	L	H	H	H	M
Damage	10	5	6	5	7	6	7	7	10	25

below (6) becomes ● when selecting this route

above (6) becomes ↓ ● when selecting this route

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)		●	●	☆ ●	●	↓ ●	●	☆ ●	●	●
Property		L	M	H	M	L	M	H	L	M
Damage		6	6	8	6	6	6	8	7	38

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)								☆ ●		
Property								L		
Damage								7		

10 HIT COMBO — YOSHIMITSU

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)					●	●	●	☆ ●	●	●
Property					M	M	M	M	Unblockable	Unblockable
Damage					3	3	3	7	8	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	●	●	●	☆ ●	☆ ●	☆ ●	●	●	●	●
Property	H	M	M	H	H	L	M	Unblockable	Unblockable	Unblockable
Damage	5	15	10	6	6	5	5	5	7	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	●	☆ ●	☆ ●	●	●			☆ ●		
Property	H	H	M	H	Unblockable			M		
Damage	20	20	5	6	30			25		

10 HIT COMBO — NINA WILLIAMS

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)									●	●
Property									L	M
Damage									5	25

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	●	●	☆ ●	●	☆ ●	☆ ●	●	●	●	●
Property	H	H	H	H	H	L	H	H	H	H
Damage	4	10	6	6	7	9	6	6	6	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	↘ ●	●			☆ ●	☆ ●	●	●	☆ ●	●
Property	M	M			H	L	L	M	L	M
Damage	10	15			9	9	5	6	5	25

10 HIT COMBO — LEI WULONG

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)									☆ ●	●
Property									L	L
Damage									7	35

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	●	●	☆ ●	●	●	●	☆ ●	●	☆ ●	●
Property	H	H	L	M	M	M	H	M	M	H
Damage	5	8	7	8	6	6	10	6	6	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)					●	☆ ●	●	●	●	
Property					M	M	L	L	M	
Damage					9	10	11	12	21	

10 HIT COMBO — PAUL PHOENIX

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	●	●	●	☆ ●	●	●	●	☆ ●	●	●
Property	H	H	M	H	M	H	H	L	M	M
Damage	5	15	7	5	7	4	5	7	8	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)				☆ ●	☆ ●	●	●	☆ ●	●	●
Property				M	L	M	H	M	L	M
Damage				6	7	8	5	8	10	30

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)					☆ ●					
Property					M					
Damage					30					

10 HIT COMBO — EDDY GORDO

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)	● ●	☆ ●	●	●	●	●	●	●	↙ ●	↗ ●
Property	M, M	M	H	H	M, M	M	H,M	M	M	M
Damage	16, 20	28	7	i8	9, 13	10	6, 6	21	15	20

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point)					●					
Property					L					
Damage					12					

successive to other moves

10 HIT COMBO — HWOARANG

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point) from leftFlamingo	●	●	☆ ●	●	☆ ●	●	☆ ●	●	●	●
Property	M	H	H	L	M	M	ML	H	M	H
Damage	12	7	10	7	7	8	7	10	21	42

Damage reduces from this damage as an Air Juggle Combo

	1	2	3	4	5	6	7	8	9	10
Command (☆ shows guard point) from right Flamingo	●									
Property	M									
Damage	12									





MORE MOVES NEXT MONTH!

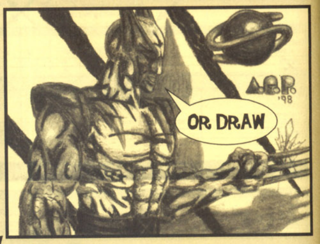
Our *Tekken 3* Expert Guide concludes next month, with the full moves lists for the remaining characters in the game.

WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (eg HIGH SCORES, DRAWINZ). OTHERWISE THE GROWING PILE OF UNSORTED MAIL WILL BLOCK THE FANS AND VENTILATORS AND WE'LL ALL DIE OF DEHYDRATION.

FREEPLAY

COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TZ



This special issue of FreePlay has featured one of the biggest *Tekken 3* guides in the universe! It was so big that we had to put some of your favourite sections on hold. That's why there's no Drawinz, Melting Pot and High Scores in this issue. Sorry if you missed them, but they'll be back with a vengeance next issue, so be prepared. Send in your contributions now, but please don't forget to write on the envelope which section you want to contribute to.

MELTING POT

Your favourite creative forum politely made way for the *Tekken 3* guide this month, but it will be back next month. So if you want to share your game idea with the world, send it in now and you may see it in Melting Pot in the very next issue. After that, your idea may be chosen by a developer and you may become rich and famous overnight! Maybe.

DRAWINZ

Hunter's in the mood to take in some art, but would like to dump on a few drawinz before he goes off to the National Gallery. But he promises that if he likes anything that you send in, he'll use his contacts in the art world to flog it – and keep the money himself. You'll just get a bone for it.

TIPS

Share the secrets of your gaming success with your fellow readers by sending in your best tips to our ultra-hardcore tips section. The best of these will be selected by our esteemed panel to feature in the mag.

MOST WANTED

Use the form below to tell us what you are most looking forward to in games – whether it's the Dreamcast console or Zelda 64. Remember that currently available games are not included in this chart – so don't write Tekken 3 on the coupon because we can't count that any more. And to those people who are already writing in asking for Tekken 4, we say, 'Hold your horses!'

BEST/WORST

This is your mag, and we never forget that. We need you to contribute your ideas for Melting Pot, your letters to FreePlay Fan, your 'works of art' for drawinz, or whatever you want. If you don't want to contribute anything, maybe you'd like to comment on it. Tell us what you think about your favourite mag by filling in the form below.

HIGH SCORES

We reckon most of you are pretty good at games, but only the chosen few – those with *exceptionally* high scores – manage to get their names into this section.

FREEPLAY FAN

Still excited about games after all these years – or are you more excited than ever? Are you new to games and find yourself losing control? Let us know! Write in with your tribute to your favourite things and we'll celebrate with you.

MOST WANTED

IN ORDER OF IMPORTANCE

1 ....
2 ....
3 ....
4 ....
5 ....

FREEPLAY IS YOUR MAG. WITHOUT YOU IT JUST AIN'T POSSIBLE FOR US TO GET IT TOGETHER. SO KEEP YOUR CONTRIBUTIONS COMING.

CVG'S BEST/WORST

LET US KNOW WHAT YOU REALLY THINK ABOUT YOUR FAVOURITE GAMES MAG!

PLEASE SPECIFY BEST OR WORST IN EACH CASE

1 BEST/WORST COMING SOON ....
2 BEST/WORST REVIEW ....
3 BEST/WORST EDITORIAL PICTURE/FAVE TEAM MEMBER ....
4 BEST/WORST DRAWIN' ....
5 BEST/WORST DESIGNED PAGES ....
6 BEST/WORST COVER ....
7 WOULD YOU PREFER: A. FREEPLAY B. 16 MORE COLOUR PAGES

WHY...? ....